ISSUE #4

smite

community magazine

COSPLAY CORNER RETURNS

WHY NU WA BEATS CHRONOS

RISE OF THE ACTION-MOBA

WHO IS RAMA?

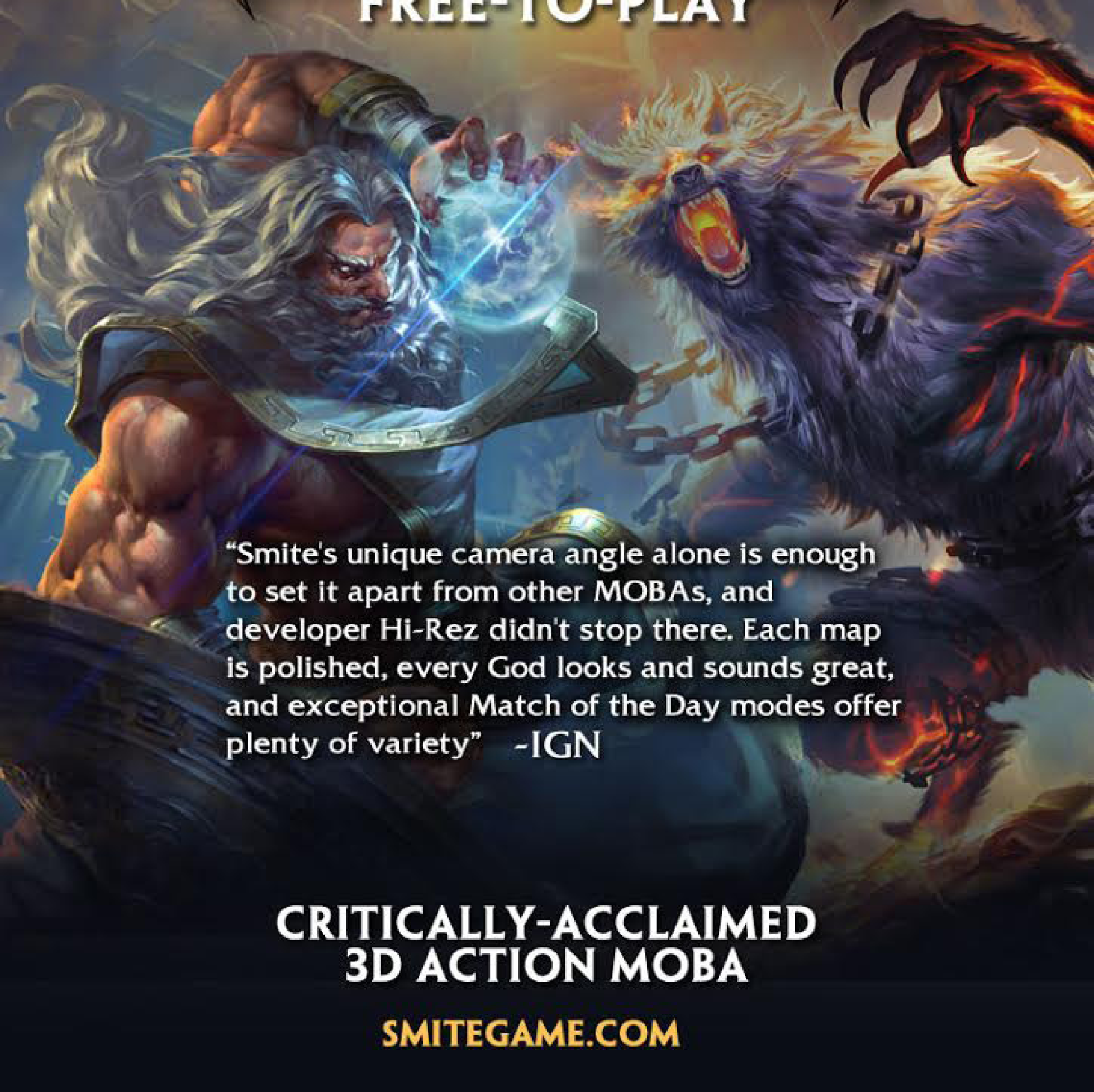
INSIDE: INTERVIEW WITH HIREZSPIELBERG & CUPID AS A MAGE!

GameOnMag.com

BATTLEGROUND OF THE GODS

SMITE

FREE-TO-PLAY



"Smite's unique camera angle alone is enough to set it apart from other MOBAs, and developer Hi-Rez didn't stop there. Each map is polished, every God looks and sounds great, and exceptional Match of the Day modes offer plenty of variety" -IGN

CRITICALLY-ACCLAIMED 3D ACTION MOBA

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SMITE community magazine

Welcome back to the SMITE Community Magazine Issue #4! First things first, you may have noticed on the front cover that we have a new logo! If you didn't notice, we have a new logo! This was after our competition we ran last month and the winner was Zack Edington. Thanks Zack for the logo!

We've got a whole load of returning and new content for you to sink your teeth into this month including our fictional series, Spawning In and In Theory where we show how The Sisters of Fate would work perfectly within SMITE.

Along with this, we take a look at how Cupid would work better as a mage and give you 10 reasons why Nu Wa is actually better than Chronos.

If you're more into competitions and giveaways, fear not, you've not been left out! We're giving away Serqet along with her alternate skin, Venom, this month in our Caption Competition. And for the subscribers, we'll be giving away Secret Agent Apollo! Be suave, sexy and an all round awesome guy with that new skin!

So dive in, dear reader, and enjoy our voluptuous amount of content this month!

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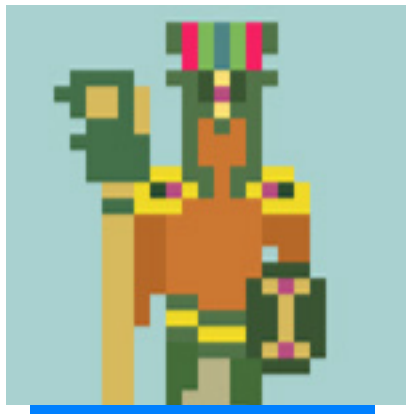

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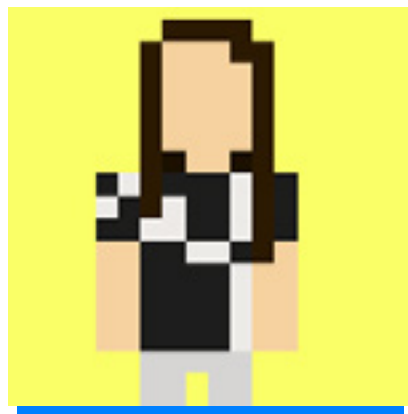

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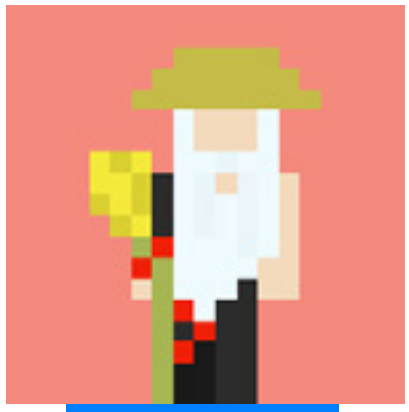

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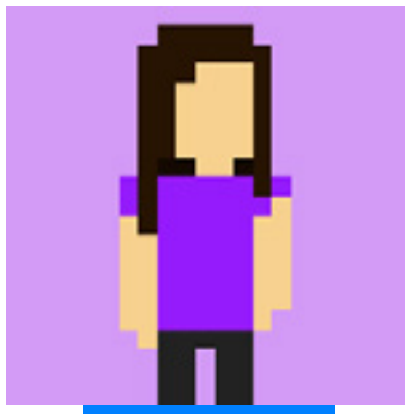

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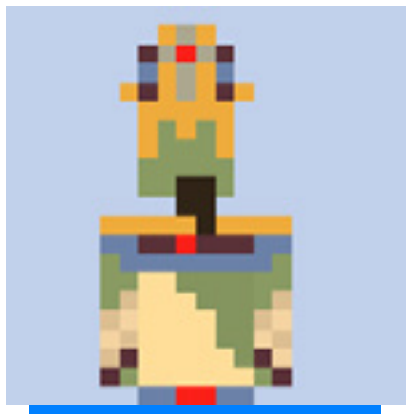

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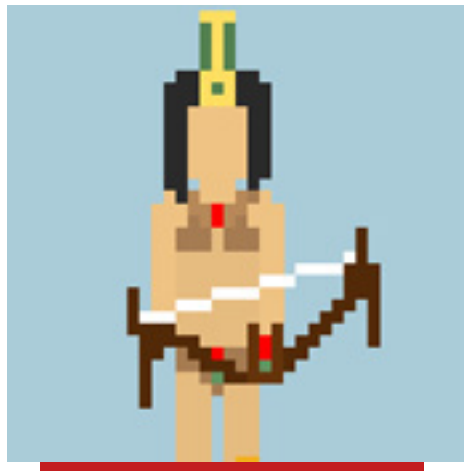

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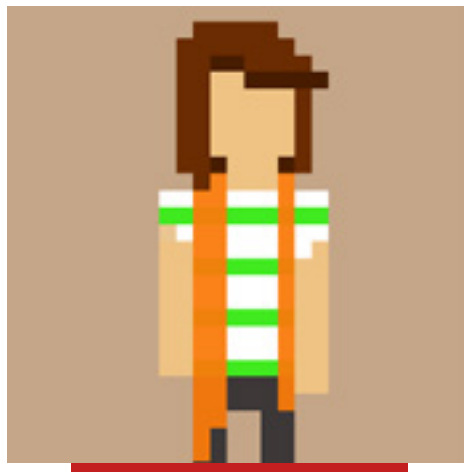

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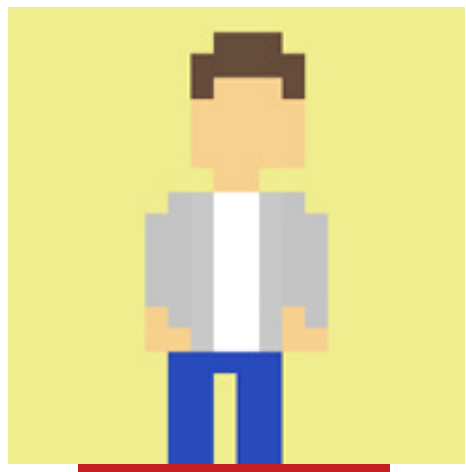

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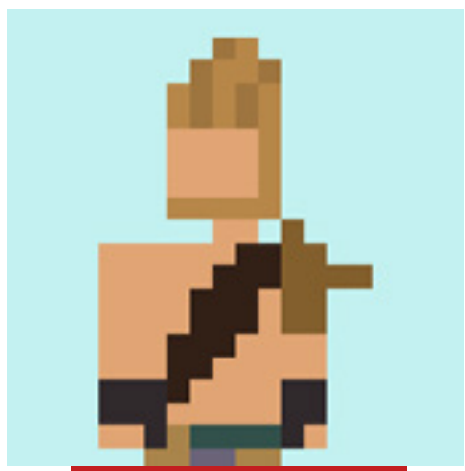

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Special thanks to:

Zennore Chang, Andy Sexton, Ena Mirana, Kelly Link, Rory Newbrough, Gabriel Mughelli

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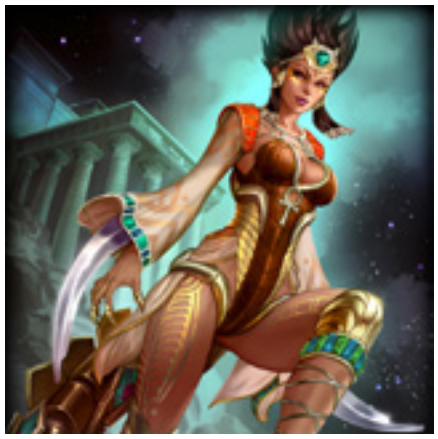
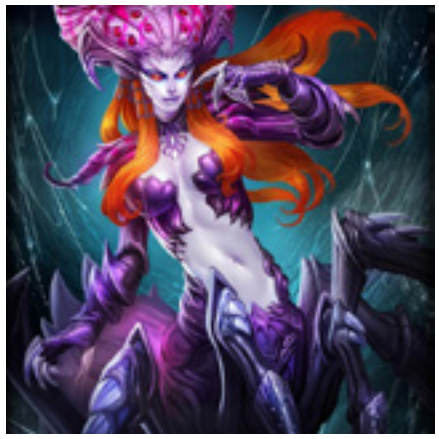
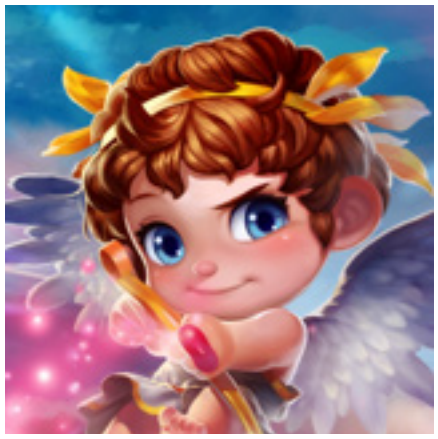
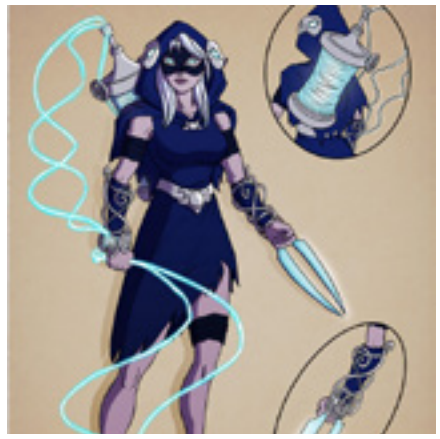
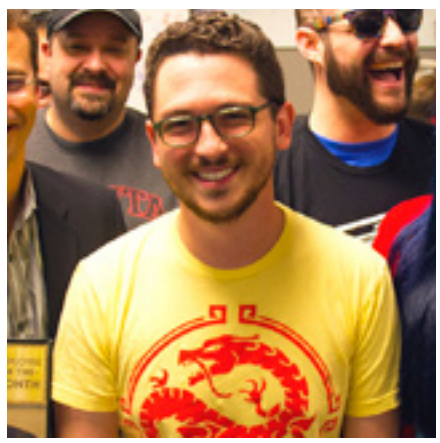
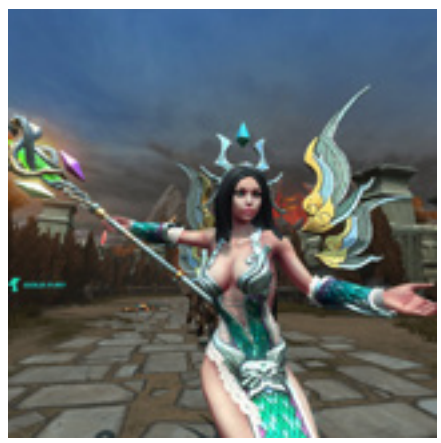
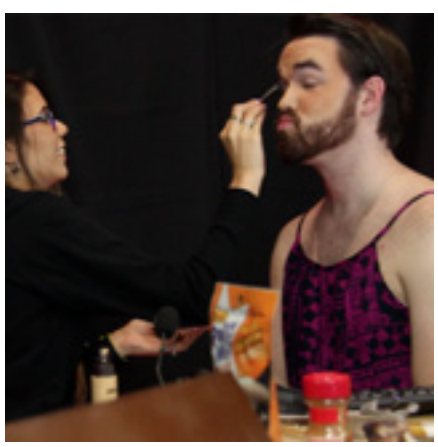
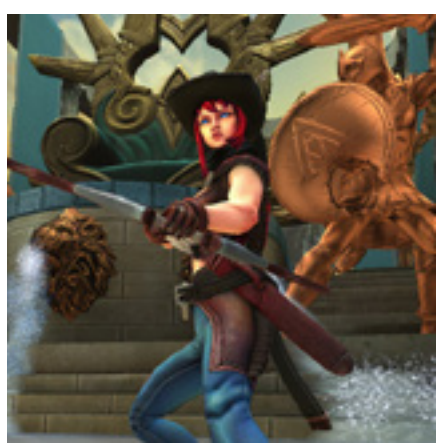
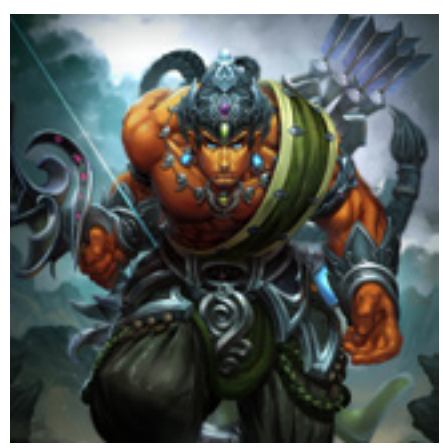
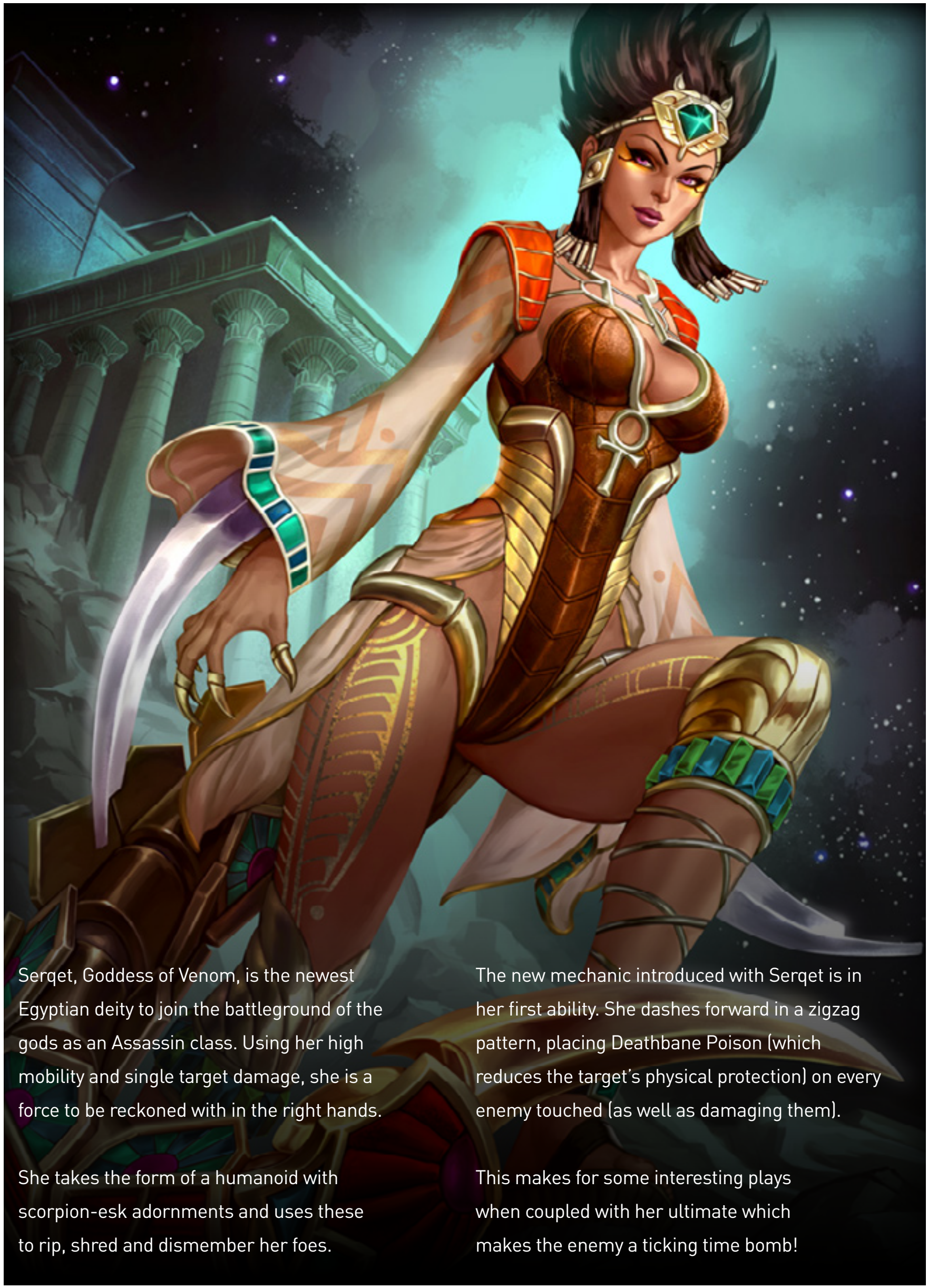


Artwork by Annie Stewart



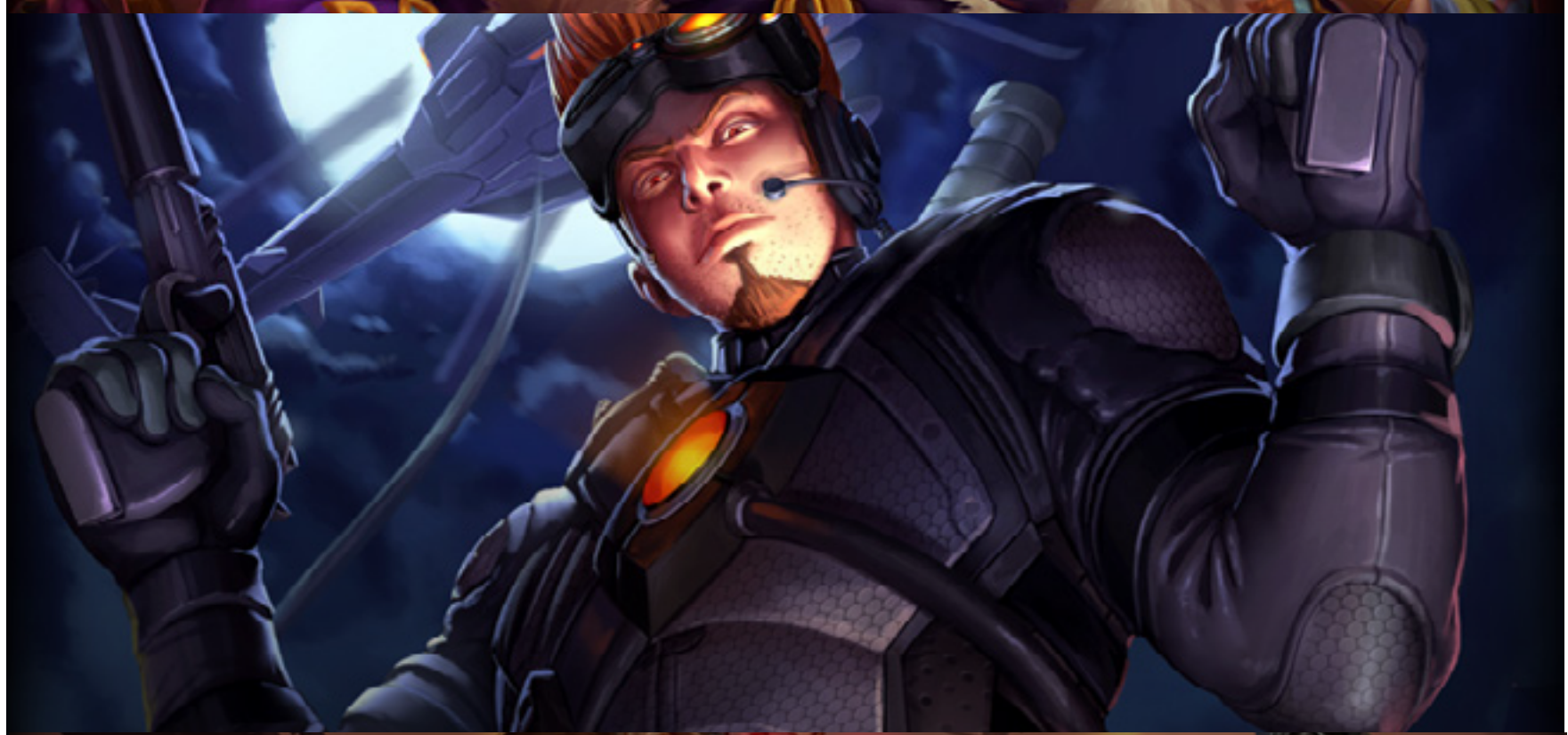
Serqet, Goddess of Venom, is the newest Egyptian deity to join the battleground of the gods as an Assassin class. Using her high mobility and single target damage, she is a force to be reckoned with in the right hands.

She takes the form of a humanoid with scorpion-esk adornments and uses these to rip, shred and dismember her foes.

The new mechanic introduced with Serqet is in her first ability. She dashes forward in a zigzag pattern, placing Deathbane Poison (which reduces the target's physical protection) on every enemy touched (as well as damaging them).

This makes for some interesting plays when coupled with her ultimate which makes the enemy a ticking time bomb!

Early this month, Hi-Rez Studios announced the details of the SMITE World Championships as well as the "Road to SWC". For more details on this, check out our article inside!



Three new skins were recently added to SMITE in the form of Swagni, Secret Agent Apollo and Covert Ops Bastet. Both Swagni and Secret Agent Apollo have been highly anticipated by the community and, I think I can talk for everyone when I say, they are a fantastic addition! Covert Ops Bastet is a remodel of the Night Prowler skin and fits quite nicely with Apollo.

Each of these new skins cost 600 gems have a custom voice pack to go with them.

You can, for the time being at least, pick up a pack containing Secret Agent Apollo, Covert Ops Bastet and a Helicopter Ward Skin for 900 gems.

Fancy getting your hands on Swagni or Apollo? Check our competition this month if so!

Some really big news this month was that SMITE now has it's own voice communications system!

Hi-Rez Studios have partnered with Curse Gaming to bring the Curse Client into the game. Once installed, it works seamlessly with the game. You can choose whether you want to join an instant lobby with your the people in your match or not.

If the ability to chat with your teammates quickly wasn't incentive enough, you will currently get 200 gems the first time you use the Curse Client in a game! Once the game has been completed, you will receive an e-mail from Curse with a redeemable code.

For those of you that love statistics and currently do not have Raptr, what's wrong with you?!

Raptr tracks your gameplay and rewards you for playing games. Yes, rewards you for playing your favourite games! As you play (and do a number of other optional tasks), you earn Raptr Points. Hi-Rez Studios have now partnered with Raptr and you can use these points to purchase gems and skins.

Currently, you can grab the Odin Mountain Man skin for 1,000 RP, 200 gems for 2,000 RP and 400 gems for 4,000 RP.

If you do already use it, you might want to check your balance. You could be sitting on a small fortune like our editor was!

BATTLEGROUND OF THE GODS

SMITE

FREE-TO-PLAY

"Smite's unique camera angle alone is enough to set it apart from other MOBAs, and developer Hi-Rez didn't stop there. Each map is polished, every God looks and sounds great, and exceptional Match of the Day modes offer plenty of variety" -IGN

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Loki, the trickster god, known for his villainous ways.

SPAWNING IN: MISAPPROPRIATION

Artwork By Zennore Chang *By* William O'Hara

The Norse halls were welcomingly similar to Ullr; the warm hearths and the open halls of wood and stone. For some reason, it felt like a lifetime since he had been in his own home in the wilderness, which is most likely because it had been.

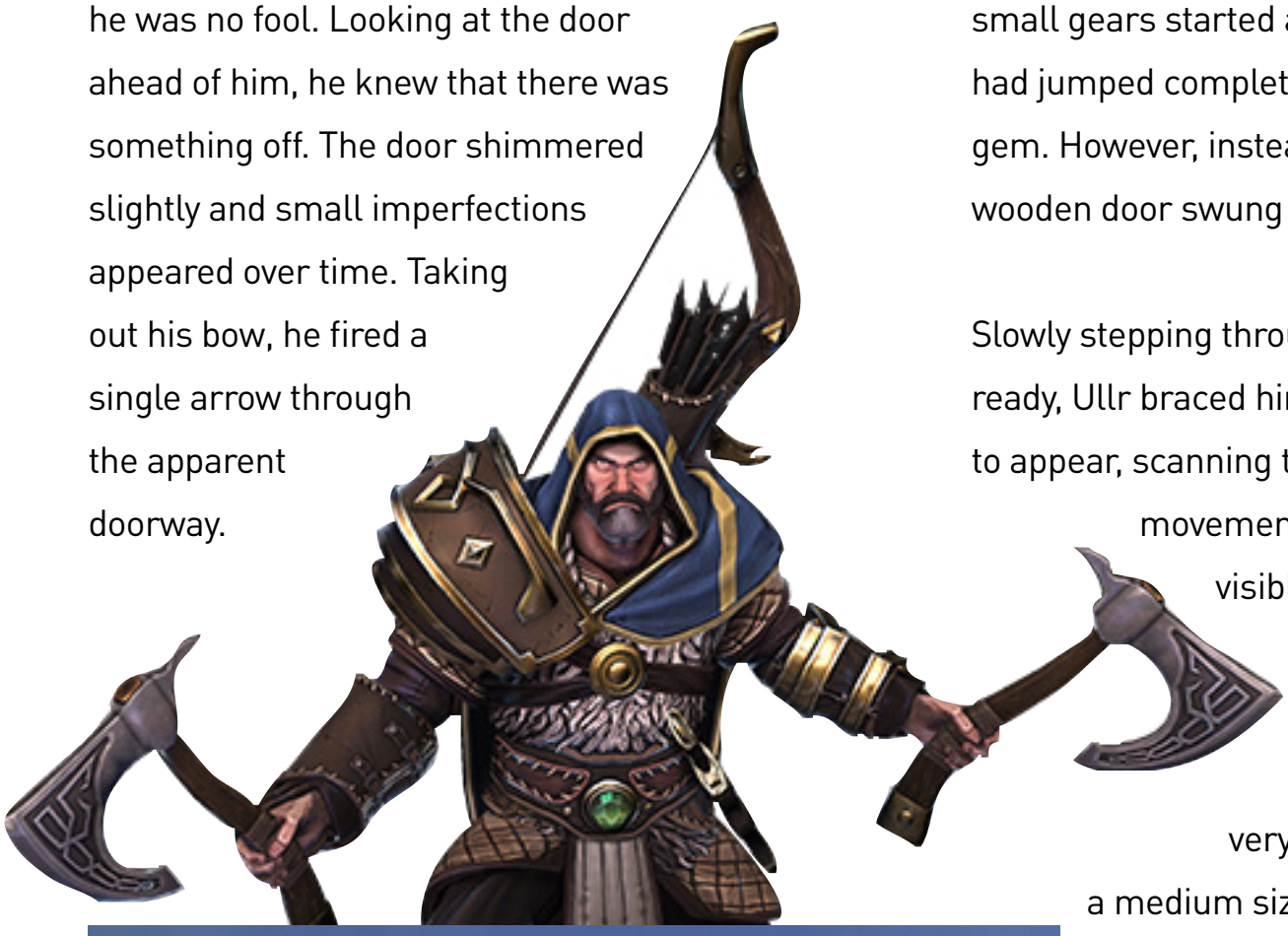
Though now was not the time for reminiscing; now was the time for stealing from thieves. Since Loki had ungraciously stolen Anubis' father's golden penis, The Glorious One had become almost a captive and was basically working for Anubis. Normally, betraying his own kind was not something that Ullr would take lightly, though Loki had just mugged him in the middle of the street so they weren't exactly the best of friends right now.

As he walked through the halls, they seemed to darken and he began to notice cracks in the walls and dust on the floor. It was as if this area had no cleaning done in a long time and the dust on the floor suggested it was not very well trodden. There were not many footprints in the dust, yet the ones that were all bore the same shoeprint and Ullr recognised them - Loki's.

However, this murkiness changed in an instant as the rotten wood walls suddenly disappeared and were replaced by walls of blinding gold which had gems encrusted all over. Everywhere was a paradise and it looked as if royalty lived here, which was strictly true. Loki, the adopted son of Odin and master of illusions, resided here in his times out

of battle, which were becoming longer and longer as of recent. This portrayal of wealth would have impressed many people, though it was not the wealth that impressed Ullr but rather the realism.

Whilst Ullr knew that Loki was a man of extravagance and something similar to cockiness, he also knew he was no fool. Looking at the door ahead of him, he knew that there was something off. The door shimmered slightly and small imperfections appeared over time. Taking out his bow, he fired a single arrow through the apparent doorway.



Instead of the expected sound of metal on stone, the sound of whirring gears and crunching metal exploded from the doorway.

Searching the rest of the magnificent walls, he stumbled across a small gem protruding from the wall. He took hold and twisted. More small gears started and in an instant he had jumped completely out of the way of the gem. However, instead of any traps, a large, wooden door swung open through the wall.

Slowly stepping through the illusion, axes at the ready, Ullr braced himself for some trap or creature to appear, scanning the area for any signs of movement. Slowly inching forward he visibly relaxes as there are no immediate signs of danger. The room in which he had entered was rather small and very modest. At the centre of it lay a medium sized bed, which looked as if it had seen a lot of use recently. In one corner of the room was a small, straw training dummy, seemed as if it had been stitched up many times before, and even now had a huge gash from its right shoulder to its left hip.

Loki's gem skin is called Infiltrator

However, the thing that attracted Ullr's attention the most was a large pile of miscellaneous items in the corner, casually strewn aside and in no apparent order. This is what he had been looking for. In an instant he was rummaging through the pile in search of the item he was tasked with finding. Inside the pile were small bags of gold, a rod the shape of a snake, daggers of various shapes and sizes, but no golden phallus.

DID YOU KNOW?

Loki's gem skin was heavily based on the Infiltrator Assassin Skin from Trbies: Ascend, another of Hi-Rez' titles.

After making sure that the item was not here, he started searching the rest of the room. He looked behind the dummy, inside the dummy, behind the door, in the drawers of his desk and still to no avail. No avail, that is, until he decided to look in the one place he thought too simple to look; under the bed.

To his joy, there was a square, wooden box, about 2 feet long and a foot wide, underneath the untidy bed. Pulling it out, he noticed it was relatively heavy and larger than he would have expected. Wondering whether he had found the completely wrong box, he opened it. His eyes widened and his face fell. Inside the box was indeed what he was looking for, and he found the reason that this box was so large. One thing he noticed, other than the size, was some small engravings all around it. They were all Egyptian of origin and as such he could not understand a word of it, although the symbols were very visually attractive. Given the time, he would have stared at them for hours trying to find out their secrets and meanings.

Closing the box, feeling rather belittled, he turned to leave the room, only to find his exit barred by a rather irate Loki. He wore different garbs to his usual for these were a bright green, though they were slightly ripped and blood stained.

The look of annoyance on his face made even Ullr a little worried. "What, in all the gods names, are you doing in my room." Slowly, his eyes fell on the box in Ullr's arms. The annoyed look turned into one of quiet anger. "No... That would be a bad idea. I don't think you quite realise how important the contents of that box are."

He stared Loki dead in the eyes, saying his words with righteousness. "I don't know what it is for, or anything like that, though I do know that stealing is wrong and I am returning this to its rightful owner."

Loki averted his eyes, lowering them to the

floor and looking almost upset. He spoke "Anubis sent you, didn't he. I honestly thought that if he sent anyone, it would be his lackey woman Neith." He smiled maliciously. "Shame it isn't really, I will feel bad for hurting you."

At the last moment, Ullr noticed that Loki's mouth was not moving whilst he talked. He laughed to himself under his own breath, spinning round and kicking Loki square in the jaw behind him. "You are getting lazy, oh mighty trickster."

He laughed quietly and shortly in agreement, clutching his chest in pain and looking quite fragile. "I am getting lazy, yes. I have been off of my game recently and each fight seems to be taking its toll on me. Although I beg one thing of you; don't let Anubis have that box."

Looking sceptically at Loki, "Why are you so intent on him not having it? It is his father's after all."

"You really are blind... You don't know who his father is, do you?" He looks up towards Ullr's quizzical face and scoffs. "Of course not, otherwise you wouldn't let him have it. Anubis' father is..." He paused and stared at the door to the room. An unnatural darkness swept in and blotted out what light there was. This darkness seemed to move and writhe like a living thing, yet it all emanated from one of the things in the doorway; Anubis.

In that echoed voice of his, Anubis spoke. "Why thank you Ullr, you have done well. I hope you have now realised why we got you to help us with retrieving my lost artifact." His lips parted to reveal a toothy grin. "Us Egyptians are unaccustomed with your Norse ways of doing things, for we could not find the door to Loki's room. I appreciate the help, though your services must end here. Hand over the box."

Loki pleaded "No, don't do it. For the love of all you hold dear, don't give him that box. With that he can revive a god so powerful that when they killed him they chopped him into pieces and spread his body across the whole world!"

Anubis laughed, though it was a frightening laugh that seemed to echo for far longer than it should. "You know your Egyptology, trickster. I am almost sorry I have to do this now."

Stepping into the room, Neith aimed a single, glowing shot at Loki whilst Anubis simultaneously aimed his staff at Ullr. "Sleep well, oh Glorious One." A faint hint of a smile on his canine lips. And with one small thrust, a bundle of bandages erupted from his staff and all Ullr could see was black.

By *William O'Hara*

Artwork By *Zennore Chang*

LOOTCRATE

GEEK + GAMING GEAR SUBSCRIPTION

Lootcrate is a monthly crate sent directly to your door. Each month is a different theme which you can get loads of goodies that are exclusive to Lootcrate.

JUNE CRATE
THEME: TRANSFORM

HOW IT WORKS

1 | JOIN LOOT CRATE.
Select your plan and cancel anytime.

2 | WE PACK A THEMED MYSTERY BOX FOR YOU EVERY MONTH.
We partner with great brands to deliver an epic experience.

3 | YOU RECEIVE THE GOODIES AT YOUR DOORSTEP.
Unbox your crate and share your experience with Looter community.

Who will win between Loki and Hun Batz?

Osiris with his whip. No comment.

Nemesis pulling a quick pose.

SMITE 101 - JUNGLE FEVER

BY CHARLIE SEDDON

Ah, class, you're here! I'm glad you didn't get lost, my wards must have helped guide you here (wink!). Anyway...

Welcome to the jungle! It's SMITE 101 time, and I'm here to lend you a hand of the gods with your guide to a jungler's life. We gave plenty of advice to those lane gods last time around, and I don't want those of you who live between the lines to get left out.

I'm going to start this episode with a statement that might shock a few of you who've had the meta shoved down your throats: the jungle is accessible to anyone and (almost) any god. There's nothing to say that you can't jungle; don't be scared of taking it on. I know I was terrified the first time I had to do it, but turns out I was frightened over nothing. While some gods struggle with aspects such as clearing jungle camps early on, this can be aided by your build and so is only a problem at the very beginning. Don't feel restricted to play what people tell you to play; the meta only develops by people playing different gods in different positions. This isn't a license to go and play ADC Arachne, but it's a message saying that if BaRRaCCuDDa can do it how hard can it be?

Well, let's get into the meat of it then! If you are new to the jungle, a word of warning: you will need some thick skin. Sometimes teammates can be less than forgiving towards their jungler, and sometimes you will be blamed for things that aren't your fault. You could get a quadra kill on one side of your map and your solo will complain that you didn't help him get blue. This is just a part of the game and it's unavoidable, if you're going into the jungle please don't take criticism personally. If you're doing poorly, you will likely be doing more good for your team by simply farming and not going to help them in lanes; don't bow to pressure. If you're confident in your abilities and you're playing right, a jungler can win the game for their team, even from behind.

As a jungler you have three distinct tasks:

CLEAR YOUR JUNGLE.

This is your farm, your bread and butter. You need the buffs to help your stats, as slower clear times than laners lead to a slower start, and (for the speed buff) you have a lot more ground to move over. You can only use one buff at a time, which lasts for 90 seconds, but you can help your teammates by giving them camps you don't need. Your solo laner will love you if you help him go and get his blue buff when it comes up. The mid should be racking up a lot of magic power by around level 9-10 so give him the red buff and he can start pushing and help you with mid camps. Go and get your ADC their blue buff if their support is not around and let him save his HOG for counter-jungling. The mid gold camps are important, they grant 90 gold solo or with Bumbas, and 280 XP. Back gold camps provide 71 gold and

It's almost like he loves you. Well, before he rips your throat out.

Nemesis' basic attack swing.

184 XP, but there are two of them so this also gives a good amount. If you can work out a good route (I will provide this later) you can maximize your own farm and then get some free time to help your team, which leads us to task two...

HELP THE LANES.

Your team will be yelling for you to do this, but do not prioritize it over your farm. Unless you are likely to get the kill, or your teammate really needs your help, you will be doing people more favours by getting your own gold in the jungle. If you have cleared all your camps it is definitely worth going to a lane and helping out your team. The idea of ganking is that a 2v1 situation is very difficult for the enemy laner to survive and so you can get kills, or at least lower the enemy's health and force them to back, giving your laner an advantage. Ganking requires timing and patience, and knowing your god in order to get the best initiation you can. If people have been reading these guides they will be buying wards so they may see you coming. You have to be sneaky yet aggressive in order to gank, so it's a difficult job. The task is 'help the lanes' and not gank the lanes, as you can do more than just gank. If someone in a lane has to back you can go to the lane and defend it; a whole wave of minions can be a great boost to you and you're ensuring your team doesn't lose farm to the towers, or indeed losing towers themselves. Also ganking doesn't have to be offensive, you can come in and help defend your teammate if they are being pushed and relieve their pressure. Sometimes a strong enemy jungler will have to be stopped, and an ambush with your teammates can be the best way to shut them down. Just remember there's one of you and three lanes so use your time wisely.

YouTube FG3000 GAMING COMMENTARY

Artwork by Mauricio Stankovic

COUNTER-JUNGLE.

This is a task that you should attempt when you are confident as a jungler, and it's not necessarily confined to junglers but you are the most likely to get away and benefit from it. Counter-jungling is killing any jungle camps or attacking enemy gods in their half of the map. Don't spend too much time trying to do this, while it may work some of the time it won't always come off or be that beneficial to you. What it does do, if done right, is take away gold and experience from their jungler and give this to you. Sounds great doesn't it? There are risks to doing it of course. You probably won't have any vision on their half of the map so you don't know what camps will be up. You might also run in to an enemy and find yourself outmatched with a long way to retreat and no one to help you. If you want to counter-jungle safely you should take wards with you and ward up their jungle. If you see the enemy jungler on the other side of the map then you should be safe to move into their territory, especially if there are wards about. Prioritize different objectives, such as the speed camp being far more important than a small gold camp, and you will find yourself with a nice advantage for the future. Helping secure enemy blue camps is a often used tactic, aiding out your laners further by giving them an extra buff and preventing the enemy having it. Remember while counter-jungling that there are 5 enemy players to worry about, and they could be anywhere; people do weird things and will turn up in odd places.

With the information about your objectives in mind you should be able to work out how you can help your team during a match.

Osiris landing his Ultimate.

Once he gets that buff, Mercury is a force to be reckoned with.

Mercury booting up his Ultimate.

Now some further information about how to jungle. The most accessible starting build for a jungler is to get Bumba's Mask, which has just received an update, with a Hand of the Gods (HOG). Bumbas gives you health from the jungle camps, decent mana regeneration and extra gold when you kill camps with your allies (which could mean an extra 200+ gold in the first 10 minutes from the passive). This means that you can sustain while farming. For some gods, such as Thanatos or Bakasura, there is built in sustain and high clear speeds meaning you will not need Bumbas, in which case your build is more open and many people like getting Death's Toll. For a god to god guide on what to build for the jungle I suggest you look on Smitefire or Tiermonster as I cannot cover that much in one article!

The HOG, however, is bought by the vast majority of junglers and is incredibly useful, especially when combined with Bumbas as it will (up to around 15 minutes in) instantly kill the smaller minions at camps meaning you take less damage and get instant gold and xp from them. This is a key item in counter-jungling while the enemy is around; the high damage from a HOG can usually secure a buff camp more successfully than any god's attack can. Upgrading this active to HOG2 can give you a great increase in early clear speed, reducing the time you can attack buff camps by 30 seconds which gives you the critical time needed to level up.

Good communication with your team is hugely important. Coordinated ganks are far more likely to succeed than just running into a lane. You will find enemy

Arachne just saying Hi.

gods far easier to kill if you have two people on board rather than just yourself. For example, ask your teammate in the lane to retreat. Hopefully the enemy will push down the lane and you can then attack from behind, giving you the element of surprise and enough room to kill them before they can retreat. When you see a fed enemy jungler it is likely because people in their lanes have been pushing up too far and being caught out without short path to retreat. As a jungler you should know a few key VGS commands, such as VSGG (I'll Gank!), VSA[1,2,3] (I'll attack left/middle/right!), VI[1,2,3] (Enemy incoming left/middle/right!); these will help out your team and let them know what you're doing so they can act accordingly.

There are lots of standard routes to take as a jungler. For this, it is best to look up a video so I don't bloat you with directional text. You should always be starting at a buff camp though, in order to get the most xp as possible. Be warned that Bumbas doesn't give you full xp, only full gold in the jungle. Even some more experienced players fall into the trap of being under-levelled because of a misunderstanding over the Bumbas passive. As a rule of thumb, your starting position will be either at the yellow speed buff camp or the red damage buff camp. You can tell where to go by where your solo laner is going to be, as you should be taking the camps down with their help, take one buff for yourself and then move to blue and give it to your solo laner. Some gods, such as Arachne or Thor, are very powerful at level one so they tend to lead any invasions into the enemy jungle before the game starts.

Junglers will still have their roles late game but they are most influential mid game, when they can help dominate the map and force an early surrender or get picks in order to allow you team to go for objectives. They will still be able to get picks into the late game but as people group together more, there will be difficulty in catching people out in the jungle. When it comes time to team up you should be looking at making your way past their tanks and get to their damage dealers, kill the mages and the ADCs and help your team win!

And please do remember: Never underestimate wards; they'll save your life, twice.

BY CHARLIE SEDDON

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PRO PLAYERS INSIGHT

Cupid, the Roman god of love, nappies and annoying voice packs.

GOD RE-ENVISIONED: MAGE CUPID

By *Jorg van der Velden*

In the very first issue of SMITE Community Magazine, one of our talented writers redesigned Ares, taking a new look at his lore to give him a brand new kit and role in the game. In this issue, we will breathe new life in this series by taking a look at the god with the most aggravating voice pack in the entire game: Cupid!

Cupid's current design is based entirely on our modern interpretation of the character: a lovable little cherub that spends his days spreading love wherever he goes. This view developed during the Hellenistic period (323BC-31BC) and got further reinforced during Medieval times and the renaissance, where painters portrayed him as the chubby little boy we love to hate in SMITE.

In my reinterpretation, I looked at how Cupid was depicted before his transformation into a cherub. I redesigned him to be more akin to Eros, his Greek counterpart and spiritual father, while still keeping him recognizable as the bringer of love and desire we know.Cupid was portrayed as a youth, a young man in his mid teens. He bore wings, because lovers are flighty and fickle beings and his tools were a bow, a quiver with golden and lead

tipped arrows and a torch, because love wounds and desire burns.

The arrows are the focal point of Cupid's abilities. His most known feature, making people fall in love with each other, stems from his golden tipped arrows, and it is the arrow he uses most frequently. The lead tipped arrows have slowly been forgotten over time, while they are just as powerful and interesting. Where the golden arrows strike someone with love and desire, the lead arrows have the opposite effect: they infuse someone with aversion and disgust.

On to the meat of the rework: the kit! I redesigned Cupid as a mage, because the abilities and mechanics I thought of immediately did not fit a hunter very well. The abilities are fully described in table 'Skill Description'. I will be explaining here what ideas and thoughts led to my decisions in the redesign and some explanation on the new mechanics.

Name	Type	Description
Flights of Fancy	Passive	Cupid gains a bonus to his movement speed for each god (enemy or allied) that is near him.
Lovestruck	Active 1	Cupid fires golden arrows, linking an allied and enemy god together. They are unable to move away from each other, only towards and in a circle around each other. Additionally, they cannot damage or CC their 'partner'. They are able to fully affect gods and minions they are not linked to, but not each other. Cupid can target himself, and he suffers the full effects if he does so.
Lead Tipped Arrow	Active 2	Cupid strikes an enemy god with a lead tipped arrow, striking him/her with aversion and dealing damage. The affected god moves away from Cupid as fast as possible, effectively being feared.
Burning Love	Active 3	Cupid rolls out a carpet of hearts on the floor that remains for a short duration. When an enemy god or minion steps on the carpet, the hearts lift from the carpet and float towards them, exploding in pinkish red flames on contact after a short travel time, dealing damage.
Torch of Desire	Ultimate	Cupid places a large torch on the battlefield, causing all enemy gods in the area to be uncontrollably attracted to each other, drawing to the closest god available. The overwhelming desire is so much that they receive small amounts of damage while they are under the torch's influence.

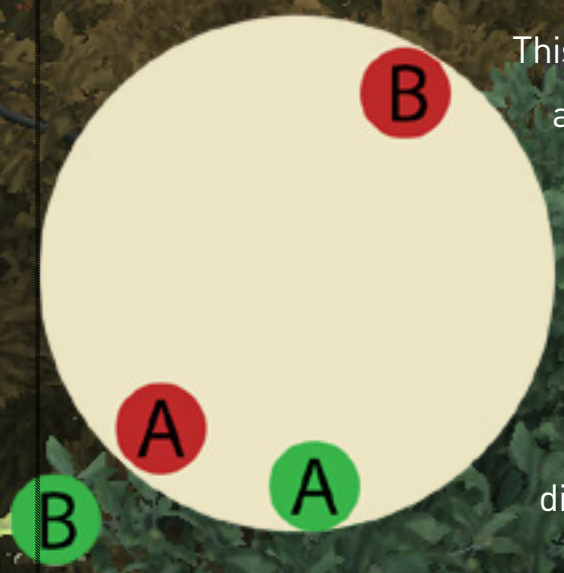
DID YOU KNOW?

Cupid is currently one of the least played gods in SMITE, followed by Sobek and Guan Yu.

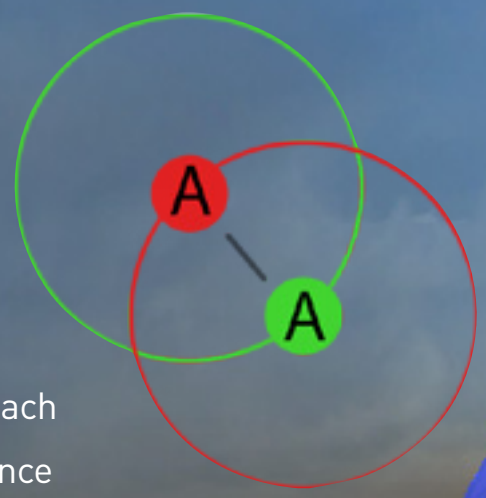
THEORY

Let's start off with his passive, Flights of Fancy. The name and mechanics represent the fickle nature of young lovers: the desire to be together is overwhelming but sadly, out of sight is out of mind. Flights of Fancy takes this proverb quite literally, as the movement speed bonus immediately disappears as soon as the god or gods in question leave the area of effect. To keep this balanced, there should be a cap on the maximum amount of movement speed Cupid receives. Zooming around at +200% movement during teamfights seems a little overpowered.

Cupid's first skill, Lovestruck, is what he is known for: making two people fall in love with each other, filling them with irresistible desire. The targeter is a ranged area of effect (AoE) circle similar in size and slightly shorter range than Ao Kuang's Tornado. This ability introduces a new mechanic that can be pretty complex, so to help explain the effects accurately I included the diagrams nearby.



The yellow circle in diagram 'Diagram 1' represents the targeting area of Lovestruck, the red dots enemy gods and the green dots allied gods. In this scenario, enemy A and ally A would be linked together, as those two are the two opposing gods that are the closest to each other within the targeting area. Ally B, while closer to enemy A, is not taken into consideration because he is outside the targeting area. Enemy B, while in the targeting area, is further removed from ally A than enemy A, so he will remain unaffected by Lovestruck.



Ally A and enemy A cannot move any further away from each other than the distance between them at the moment they are affected by Lovestruck, represented by the circles in diagram 'Diagram 2'. If ally A remains stationary, enemy A can only move within the red circle and vice versa. Of course, the patterns will become more complex as both parties move around each other. Remember that the 'partnered' gods cannot affect each other in any way besides limiting their freedom of movement.

The fact that Cupid himself is fully affected by this ability is an important reference to the only myth where Cupid, or to be more precise his spiritual father Eros, is the main character: Cupid and Psyche. In this story, Cupid and Psyche suffer various hardships before finally being able to be wed, signifying that Cupid himself is not immune to love and desire.

Lead Tipped Arrow, unlike Lovestruck, is a very straight forward ability, representing the aversion inspired by the lead arrows Cupid carries. It is a simple line shot that only affects enemy gods, damaging them for a decent amount and fearing them for a

short time. Together with his passive, Lead Tipped Arrow gives cupid some form of escape without relying on a jump or dash while at the same time giving him some form of control.

Burning Love is the quintessential wave clearing ability every mage needs. It is similar to Aphrodite's Birds of Love in size and roll out speed, literally rolling out a carpet that remains for a short duration. Every enemy that steps on it receives the listed damage once, no matter how long they remain standing on the carpet.

The ultimate, Torch of Desire, brings a new twist to the existing pull mechanic. When this ability is activated, Cupid summons an ethereal torch onto the battlefield, creating an area of irresistible attraction the same size as Isis' ultimate Circle of Protection. All enemy gods in the affected area are drawn towards each other, receiving damage every second as desire overwhelms them. The easiest way to think of this is that each enemy god in the area becomes their own Hades ultimate, attracting the closest enemy god (e.g. the enemy gods' allies) towards him or her. As the torch is ethereal, it does not block movement.

His alternative skin is a Halloween-themed devil outft.

To differentiate the re-envisioned Cupid more from the existing one, I imagined his bow to be more magical in nature, firing pure bolts of pinkish red energy for his auto attacks. For those of you old enough to remember, I was thinking of Hank's magical bow from the 80's cartoon series 'Dungeons and Dragons' for the visual effects.

While redesigning Cupid's kit I tried to incorporate all aspects of his lore in his abilities. One of the most important things was removing his heal. Aphrodite is the goddess of enduring and nourishing love, so it makes sense for her to have a healing ability. Cupid's love represents the lust and desire of young lovers, the fiery passion that makes you forget the world. Having a heal feels inappropriate, as his love is not the nourishing kind and, more often than not, quite destructive. A prime example of this is Romeo and Juliet: two young lovers ending their lives because they cannot cope with the passion and obstacles their love created.

Some might argue that this redesign might be better placed as a god concept for Eros than a rework of Cupid, and I believe that argument is valid. I chose to do this as a rework, as Eros and Cupid are essentially the same character, just different interpretations by differing cultures.

And this concludes Mage Cupid: a youth capable of unmatched chaos caused by love and desire on the battleground of the gods, inspiring new myths wherever he appears.

***By** Jorg van der Velden*

This usually does not end well.

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IN THEORY: MOIRA, GREEK GODDESS OF FATE

By *Allison Jean*

In a world of battle and strife, of chaos and bloodshed where even gods come to pass, a trio in Greek mythology stands out, though they work their magic in the background: Moirai, more popularly known as The Fates.

In Greek mythology, these three sisters were the incarnations of destiny. Together they controlled the metaphorical thread of life for every mortal, from life until their death. Clotho, the spinner, would spin the thread of life on her spindle. She was the sister who held the power of deciding who was born and when they were born - and whether or not to save them. Lachesis, the allotter, measured the thread of life on her measuring rod. Through measuring she controlled how long each person, or being, would remain in the land of the living. Finally Atropos, the inevitable, was the cutter of the thread of life. It was Atropos who chose the manner of death for each mortal and when their time was done she severed their thread of life with her dreaded shears.

The Sisters of Fate were the daughters of Nyx, goddess of night, and while their parentage marks them as goddesses they were very much apart from the rest of the gods, acting independently. Stern and formidable, they ensured that their work was completed uninterrupted. Even the other gods feared them, having to submit to them, though the role The Fates had on the lives of the immortals remains unknown.

"EVEN THE OTHER GODS FEARED THEM"

With SMITE's mechanics, it is impossible to create a playable character that is essentially three separate goddesses. To remedy this, I decided to merge the Moirai into one character: Moira. This is not just a practical consideration: the Moirai are always mentioned as a whole, almost as if they are a single goddess. Merging them into one goddess highlights this aspect of their nature. Though The Fates were depicted in lore as ugly, elderly women, Moira stalks the battlefield in a younger form to better weather the rigors of combat. To keep the trinity of the sisters alive in the concept, Moira dons a mask and a hooded cloak with two masks on either side; each one symbolizes one of the sisters of Fate. The symbol of Nyx, the goddess of night and her mother, adorns her belt and the clasp on her hood beneath her throat. Moira has an arsenal of weapons within arm's reach: the spindle, measuring tool, and shears The Fates are known for. The spindle, which she uses to spin and take hold of the threads of fate, rests on her back. Bound to her right arm is her measuring tool; with it she decides how long her opponent has left to live. The shears, with which she viciously decides viciously decides the fate of her

Artwork by Michele Trocchia

Name	Icon	Slot	Description
Threads of Fate		Passive	Moira is able to take hold of a god's thread of fate by pricking them with her spindle, applying the 'Threaded' condition. When she is linked to an enemy god through this condition, she gains a movement speed bonus as long as the target remains 'Threaded'. If Moira hits a god with all three fate abilities and kills them, they become permanently marked, removing the need to apply the thread to receive the movement speed bonus when in the vicinity of that god.
Fate's Lash		Ability 1	Moira grabs hold of a number of stray threads of fate and whips them around in a cone in front of her, dealing damage. If she is linked to an enemy god through the 'Threaded' condition, she pulls herself to that god, instantly teleporting herself next to them before dealing damage. Teleporting does NOT break the Threaded condition.
Spinning Fate		Ability 2	Moira pricks an enemy god with her spindle, taking control of their fate by grasping the threads that bind them, tethering the target to Moira. This applies a small damage over time effect and applies the 'Threaded' condition. This condition applies as long as the target remains within a set distance. When the target is 'Threaded', Moira's other abilities gain additional effects and her passive is activated.
Measuring Fate		Ability 3	Moira smacks an enemy god with her measuring tool, stunning the target and measuring their thread as she ponders their fate. If the target is 'Threaded' he or she receives a moderate amount of damage. Any god hit by 'Measuring Fate' is considered 'Measured' for a short time, enhancing the effects of 'Severing Fate'.
Severing Fate		Ultimate	Moira uses her abhorred shears to sever the thread of life that is tethered to an enemy god. Severing the thread requires three "snips," each snip dealing a set amount of damage +X% of Moira's magical power, with the final snip dealing a set amount of damage + X% of the target's health. If the target is 'Threaded,' they are rooted for the duration of the Ultimate. Additionally, if the target is Threaded and Measured (stunned by Measuring Fate) when 'Severing Fate' is activated, the enemy god is executed with the final snip instead of receiving damage. While using this ability Moira is rooted and unable to take any other actions while being CC immune to all other CC effects. Breaking the tether while 'Severing Fate' is being channeled removes the execute, but the damage will be dealt regardless of any distance created.

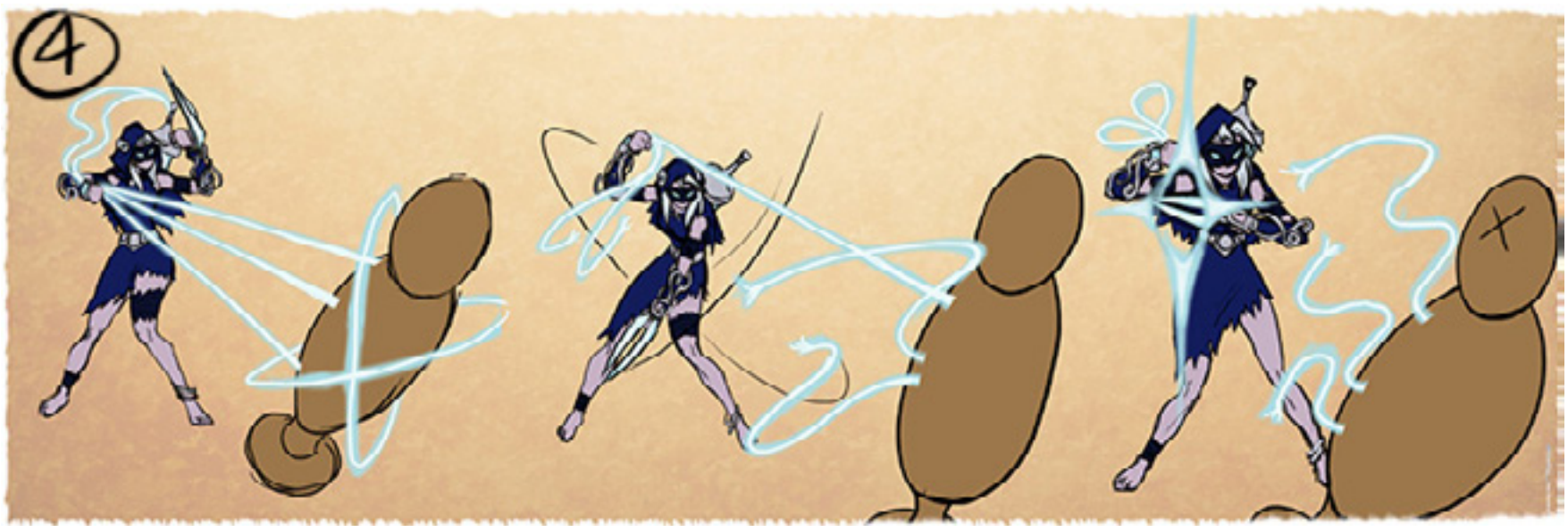
victim, are attached to her left arm. When she is not directly manipulating someone's fate, she uses the threads of fate to whip any opposition into submission. As the goddess responsible for the fates of all others, and with the ability to sever their thread of life whenever she pleases, Moira best fits in SMITE as a magical assassin. She moves through battle quickly and with purpose: the intent to fulfil her duties and carry out what is destined to be, controlling the fate of her enemies. As seen in the table, Moira has an arsenal of abilities to control (and end) the lives of her foes.

Moira's first ability to control her opponent is Threads of Fate, her passive. It allows her to chase a 'Threaded' enemy god, enabling her to relentlessly pursue them due to the increased move speed, making it harder for them to escape. It is worth the effort to 'collect' all five enemy gods and permanently mark them. This gives Moira the freedom of movement to chase all the time without needing to come close and apply the 'Threaded' condition first. It is most effective for Moira to gank early and often, when it's more difficult for the enemy gods to escape.

As an assassin, Moira will need to be in the jungle to be able to gank all the lanes effectively. Moira's first ability, 'Fate's Lash,' gives her the tool she needs to adequately clear the jungle camps. The second part of this ability, her teleport, allows her to tail fleeing gods with jumps or dashes, immediately catching up to them. This puts her at risk when there are team members of the target around, as she has no jumps or dashes of her own to disengage.

The main purpose of Moira's second ability, 'Spinning Fate,' is to 'Thread' opposing gods, enhancing all her other abilities and activating her passive. 'Spinning Fate' has a relatively short range, which is why it is important to have team members with crowd control abilities nearby, or to surprise the target with a well-executed gank. The bleed damage 'Spinning Fate' applies is not to be forgotten, though. It is a wonderful means to keep a target from teleporting back to base, allowing Moira to catch up and execute them with her other abilities.

Moira's third ability, 'Measuring Fate,' is a single target, short ranged stun that can be used in two ways. The first is to hold the target in place while Moira gets into position for her other abilities, most notably her ultimate, 'Severing Fate'. When the target is 'Threaded,' 'Measuring Fate' also deals a moderate amount of damage, helping her harass or finish an enemy god.



'Severing Fate,' Moira's Ultimate, is without a doubt the scariest ability in her arsenal. In its primary form it deals a huge amount of damage divided over three violent snips at her target's life thread. This ability becomes truly frightening as soon as Moira has applied the 'Threaded' condition and her target is stunned by 'Measuring Fate'. If these conditions are met, the final snip executes the target, regardless of health. Moira needs to stand firm to do this, however, so she roots herself while casting her ultimate. The energies of fate protect her as she channels this final of abilities, rendering her CC immune.

Another unique feature of Moira are her auto attacks. They are neither ranged nor melee, but medium ranged. This means that the maximum range is in the middle of ranged and melee attacks, hitting the first target as she whips the threads she is holding. Having medium-range auto attacks completely changes the dynamic of positioning, as you need to be somewhat out of position to hit an enemy but do not need to completely expose yourself.

Moira, the Greek Goddess of Fate, is not a force to be taken lightly. She excels in 1v1 situations with her burst magic damage and innate ability to chase. She is fragile, though, and her Ultimate, though quick and lethal, puts her at great risk from counter-ganks and teamfights that could erupt at any second. Fierce and resolute, fighting with purpose, she strikes fear into the minds of her enemies. Nobody can escape the inexorable. You can't run from a fate that has already been spun - Moira will see to that.

***By** Allison Jean*

HI-REZ STAFF PROFILE

Name: Ena Miranda

In-Game Name: SpanishSwindler

Twitter Handle: EnaMirandaBuns or HirezEna (not zena lol)

Position at Hi-Rez Studios: I am the 2D artist for marketing at HiRez Studios

How do you describe what you do to non-gamers?: I draw cartoons of weird things for a living.

Best day of the week and why?: Monday! Kidding can you imagine?? Thursday for sure. Art show is on, and I typically have deadlines done by then so I have Friday to work on more fun projects.

Game(s) you play in your off-time: Left 4 Dead 2, Halo, Portal, Mario Kart 17, and any Donkey Kong game ever. I'm a big FPS and Nintendo fan.

Favorite SMITE god at present: I'm pretty infatuated with Anubis

Favorite SMITE skin at present: The G.E.B. 1 skin. When those tiny spaceships burst out, I can't even. I STILL can't even.

What is your preferred role in Conquest?: The Anubis that just got rekt 4 times in a row

How did you get your role with Hi-Rez?: I was invited to PAX Prime to help out with the booth, and subsequently threatened to beat up Nabil if I wasn't offered a job. I joke of course; I got on with everyone there, proved how hard of a worker I can be, and eventually made a good enough impression to be hired at HiRez! I still beat up Nabil though.

Whose fault was it that you lost your last game?: HiRez Gavin's. Anything that goes wrong in my life ever is his fault.

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MT

HOW AMATEUR TOURNAMENTS HELP MAKE ESPORTS FRIENDLY

An Iron Gaming Booth.

By Julian Martinez

eSports may have started as a joke to some, and a mystery to others, but there is no denying that over the years eSports has enjoyed many success stories. With packed stadiums and millions watching via streams from around the world, it is safe to assume eSports hasn't stopped growing.

Yet eSports was not an instant success story, it was not the gigantic phenomenon it is. So what are some of the things that elevated competitive gaming to what it is now? The love of the community is one thing, but we had to set the standard somehow. While top level play and gigantic championships are the main meat of eSports right now, we wouldn't have new competitors without amateur level competitions.

Competitive gaming can be a cruel mistress. While a game seems simple from a first glance, it can be difficult to master and not everyone is willing to accept that. For a time it was very rampant among newcomers to competitive

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games to seek instant gratification, and when they didn't get it they were either too casual or to those called casuals would see others as try-hards. Some people felt like they were forced out of this elite, exclusive club and they could never be invited to the seats of golden gods. A bar was set for eSports with amateur competitions, giving people a realistic goal to reach. Too often with these competitive games, a lot of people are turned away by the serious atmosphere. When you have a realistic goal to reach, however, it's easier to aspire to that level. Tournaments where new teams are welcomed and encouraged were exactly what competitive gaming needed. Not all of us want to be competitive gamers, sure. Not all of us want to be the next Team SoloMid or COGnitive Gaming. Yet that shouldn't stop those who come to competitive gaming communities from becoming the big competitor. Amateur level tournaments help you get a feel for what top level competition will be like. When you have a gigantic prize pool waiting, the competition will become a lot more intense than the average game of SMITE; a safer place to learn how to deal with these high level competitive attitudes helps the tournament scene grow in any game. We don't all have to like these levels of competitive play; any game, even one as competitive as SMITE, can be played for fun. However, when the player draws their fun from the competition, having hurdles for them to get past, finally getting to those gigantic stadiums and earning those great prize pools, makes the community much friendlier. One group who has done this well for the SMITE community is Iron Gaming.

"IRON GAMING HAVE RECENTLY PARTNERED WITH HI-REZ TO HOST AMATEUR TOURNAMENTS FOR SMITE."

Iron Gaming have recently partnered with Hi-Rez to host amateur tournaments for SMITE. They have set up rules for LAN dodging and have a system in place to help everyone have a chance to enter the tournament. This is probably the biggest boon that E-sports can have right now. We needed that hope for others to join into these high levels of competitive gaming and Iron Gaming has given us just a new step to access those levels of eSports. Thank you Iron Gaming for being one more thing to make the competitive gaming community just a little bit friendlier.

By Julian Martinez

PHYSICAL PENETRATION: THE EXECUTIONER AND FRIENDS EXPLAINED

By *Ashley Eaton-Jephcote*

Hello readers, in this article I will be looking to show you the ways of The Executioner. I will begin by looking how it fares against Titan's Bane, granting they allow penetration/reduction but do it differently.

I will then explain how it pairs up with Qin's Sais well, as well as any unique instances and uses of the item The Executioner overall.

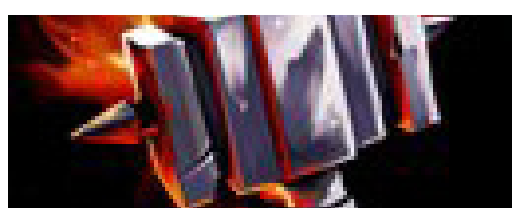
I'll be abbreviating the items from here on out for the majority of the article, so note that the following are now changed: The Executioner (TE), Titan's Bane (TB) and Qin's Sais (QS).

I thought about throwing some spanners in the works with various graphs and apparently meaningful stat showings, BUT I then realised this is complexity explained simply so I'll spare you readers the horror.

So these items I'm looking at, what do they actually do?

The Executioner (TE):

* Direct Stats: +30 Physical Power & +25% Attack Speed
* Passive: Basic attacks against an enemy reduce your target's Physical Protections by 8% and an additional 6 points for 3 seconds (max 3 stacks).



Titan's Bane (TB):

* Direct Stats: +30 Physical Power
* Passive: All of your Physical attacks gain +33% Physical Penetration

Qin's Sais (QS):

* Direct Stats: +30 Physical Power & +25% Attack speed
* Passive: On basic attack hits, deal physical damage equal to 5% of the target's maximum health. This only affects gods.

So unlike last edition's article relating to Magical Penetration items, the focused item that is The Executioner is actually now a common item to pick up during this time. What made this occur you say? Well, whilst you've just been told what TE does, the old passive was that basic attacks would reduce

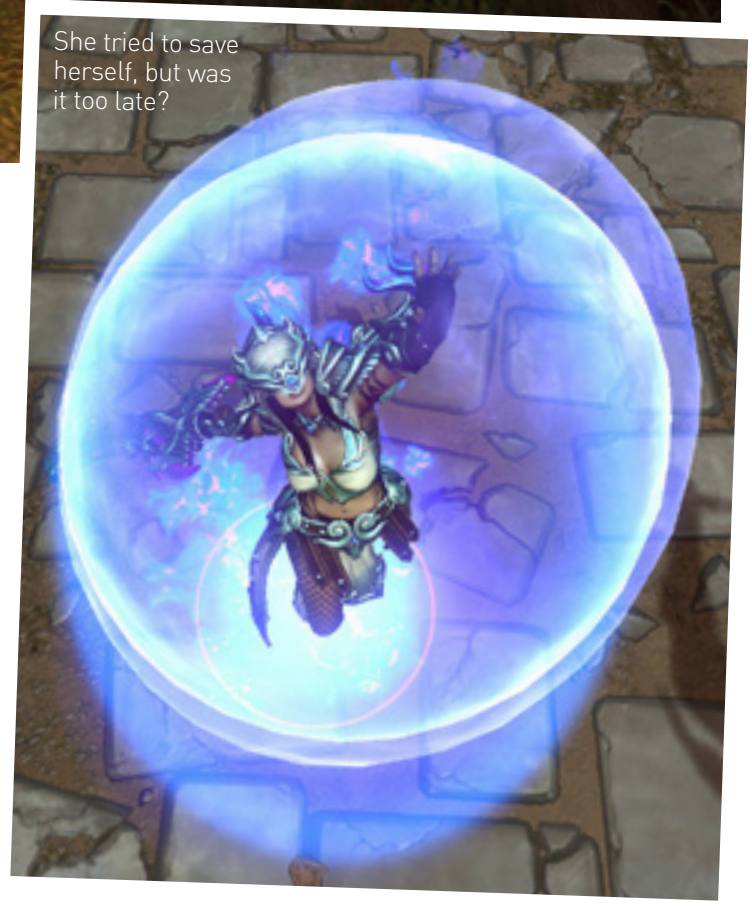
Physical Protections by 7% and an additional 5 points, still the same 3 second duration and 3 stacks though. So with the update, why does that make it more viable?

TE now holds itself as a decent reduction item, reducing enemy protections by 24% and an extra 18 at max stacks, whereas beforehand it was total up to a reduction of 21% and an extra 15. This may seem small, but hear me out. TB is another penetration item that is bought quite often, and here's how they compare. With how the items are now, TE when fully utilised will beat TB from 200 Physical Protections and lower. From there on up, TB will be more efficient in going against Physical Protections than TE. Looking at how it worked before, TE would only beat TB from 130 Physical Protections and lower (meaning that TB is better from that point and upwards in Physical Protections)

This means that the change made to TE allowed it to be utilised more and be a more efficient item than TB for a longer stretch (in terms of Physical Protections). But this is only utilised via basic attacks (auto attack as we commonly call them), of which you need to land three before getting to

Anhur mid-pounce, about to bring the pain.

Nemesis pulling back her Slice and Dice.


She tried to save herself, but was it too late?

the final stage of utilising TE. Looking over at TB, there's no work to be done; your skills and basic attacks will naturally have 33% penetration as well as any other items you may have.

Here's another thing that needs to be mentioned: reductions are a debuff applied in a manner explained upon each item, but these reductions are against the enemy at hand, meaning more than just yourself can utilise the effects of TE. Now how about using TE alongside QS? QS passive applies physical damage equal to 5% of target's maximum health. This means that the damage they take isn't a TRUE 5% of their maximum health, as the damage taken is reduced by the target's protections. So what TE does is that when partnered up with QS, each sequential shot means TE will apply a stack and reduce protections, allowing QS' passive to deal more damage per shot and more overall upon fully utilising TE.

So which gods can use TE with or without QS well? Generally, gods that have high attack speed potential can use both items in conjunction well as the quicker you attack, the quicker you can stack TE and apply more damage with QS.

HUNTERS:

On the whole, Hunters use their auto attacks as the main source of damage during the mid to late stages of the game. Grabbing TE allows your auto attacks to be more potent with the speed and passive as well as QS in the same manner. The general consensus currently is to grab TE and/or QS around the 3rd/4th item area seeing as that's when the transition towards mid and late game comes, allowing you to do some real work with attack speed.

ASSASSINS:

Now not every Assassin can use attack speed well, but for those

who do, TE often isn't the priority. Bakasura, Kali, Mercury and Nemesis are the main basic attack users of this role. Whilst all but Mercury typically pickup QS, none of them pick up TE on a daily basis. In general, these gods have setups to ensure they land their auto attacks, using a variety of ways but not usually including TE. Why not pick up TE then? Commonly, these gods have certain techniques that people like to use and rush (Fatalis and Qins on Bakasura, Boots and Qins on Kali and Nemesis, and Mercury has a common critical item pickup early on) but may utilize QS better with a TE pickup. Try it out, you might find it more efficient than other items!

WARRIORS:

Why would warriors look at attack speed? Funnily enough, Warriors are still able to be used well in the game even after this devastating nerf! For the damage side of things, Osiris is very much so like the Assassins in using an early QS to put out damage with his slows and eventual stun setup. He too can use TE well, don't be afraid to try it out some time! Now Warriors were, and occasionally still are, used for the role we know as Support. Whether you're Chaac, Hercules, Sun Wukong or even Odin, you find yourself slapping enemies in the face with a few auto attacks every now and then, right? Whilst in this Support role, you can actually use TE in that manner by reducing their protections prior your skills or even after. This allows your Physical damage dealers to do more damage without having to set up the TE effect themselves (which may allow your Hunter to pick up QS knowing you will apply a debuff via TE).

So if TE is so good, why even have TB in game? TE only applies to enemy gods, so any minion, boss or structure is unaffected by TE's passive. Now this is where TB comes in handy, because no matter what you're hitting, or how, TB's passive applies regardless. You get that 33% Physical Penetration ALL day long. Fighting Gold Fury or Fire Giant? TB will be there to help, TE not so much. Split pushing as the handsome Apollo or some other Hunter? TB is there people, shred them up!

So next time you're running around a map wishing you attack faster and have your basic attacks do more, remember The Executioner and Qin's Sais will be there for you, alone or together! Don't forget our seemingly lonely friend Titan's Bane too - whilst it may not always do the job better for some specific situations, it's still there for overall use!

***By** Ashley Eaton-Jephcote*

Watch out! Osiris is on the prowl.

THE WORLD CHAMPIONSHIP

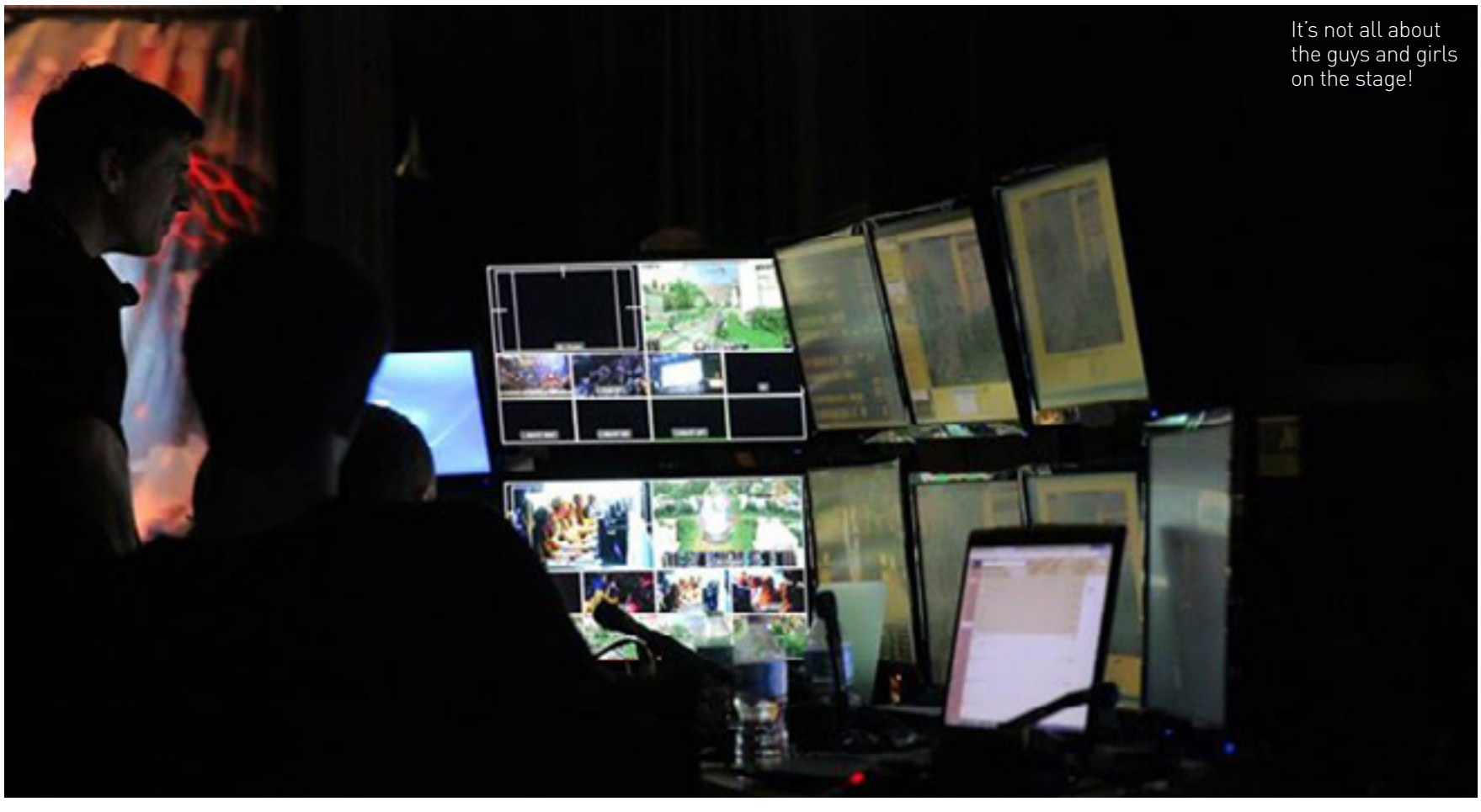
By *Tanner Schelle*

Last year, Hi-Rez Studios brought us our first major SMITE tournament along with the official release for SMITE. The prize pool was a pretty substantial $200,000 and TeamSoloMid took home first place over Team Dignitas.

The tournament took place in Atlanta, Georgia, not far away from Alpharetta, Georgia where Hi-Rez studios calls home. Having been there myself, I can say that the event was a blast!" I met many new friends, pro SMITE players, employees of Hi-Rez, and even the higher ups of Hi-Rez themselves. It was truly the place to be for any SMITE fan who wanted to be a part of the birth of SMITE. But Hi-Rez is about to out do themselves in 2015 with an event that is bigger in every way. More teams, more fans, and more money!

"THE PRIZE POOL IS STARTING AT THREE TIMES THE AMOUNT OF THE FIRST PRIZE POOL"

The Cobb Energy Performing Arts Centre will be where the SMITE World Championship will take place in January 2015. The prize



It's not all about the guys and girls on the stage!

pool is starting at three times the amount of the first prize pool at $600,000, and Hi-Rez has stated that there will be community based funding to boost that prize pool even more. They have even invited China and Brazil in the tournament in addition to

From my experience at the previous tournament, I would like to share some tips on how to make the SMITE World Championship fun for all.

Be Prepared - Have what you need with you when you leave your hotel in the morning. You won't have time to be running back and forth. Pack Light - Wallet, small backpack, and a phone with charger should be all that you need to have a good time. Not carrying much will allow you to be comfortable but also get some gear throughout the day to put in your backpack.

Know your way - It's easy to get lost in a new city (especially around 2 A.M.). Knowing places near your hotel will enable you to get home even if your phone dies.

Eat breakfast - This seems like a no brainer, but many don't do this. Eating a good breakfast will allow you to be out longer in the evening without getting worn out.

Wear appropriate clothing - In January, Georgia can still be chilly. Make sure that you check the forecast for the day, and are wearing proper clothing and footwear.

Have fun! - You are here to meet other players, pro players, Hi-Rez staff, and new friends! Make the most of it by going to the events in the evening after the matches for the day have ended.

The SMITE World Championship will be a fun place to meet new people, party, enjoy the city, and most of all cheer on your favorite team to become the first ever SMITE World Champions!

By Tanner Schelle

3 BROTHER'S CLEANING COMPANY

we can clean it

no matter how

"titanic"

the problem

Artwork by Kyle LaForest

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SMITE: RISE OF THE ACTION-MOBA

By *Johnathan Burgoyne*

Hello readers, my name is Johnathan and I'll be your tour guide for the day. Or rather, I'll be taking a look at how much SMITE has grown since the beta days.

Before it was a badass battleground of the gods, it was a game based on the Global Agenda universe. Hi-Rez Studios (the creators of Tribes: Ascend, and Global Agenda) was toying around with ideas for a new tower defense/MOBA-style game, eventually scrapping the sci-fi in favor of a mythology theme. SMITE was first introduced at PAX East in 2011, and immediately gained a fair amount of attention due to its fresh take on the MOBA genre. The aspects of gods and goddesses from varying pantheons, third person view, WASD key movement and aimed skillshots are what set it aside from other games within the genre. After a few months of closed alpha, a closed beta was announced to start on May 31st, 2012. A fair number of things were different in the earlier days of the closed beta. At the time, the god roster at the time consisted of only 17 gods. There were a few buffs that are no longer in play; a cooldown reduction buff,

Guan Yu was given a significant remodel in August 2013

Ra was given a remodel in May 2013 to bring him up to date with other gods

Odin's remodel was in September 2013

health regeneration buff, and a defense buff. The first two buffs were located on the far left and right sides of the map. These areas were referred to as the "side jungles". Though, some things haven't changed much either.

Conquest still consisted of two teams of five battling it out on a classic three-lane map, where each lane consisted of two towers and a phoenix. Each team's goal was to destroy towers + phoenixes in lane and push waves of minions to the enemy team's base. After a team successfully destroyed one or more phoenixes, they would attempt to take down the mighty Minotaur within the enemy's base to secure a win.

About a month after closed beta started, Hi-Rez found themselves in the crosshairs of the Universal Society of Hinduism (UCH). Rajan Zed, President of UCH, had asked Hi-Rez to remove Kali, Agni, and Vamana from the game. He stated that making these deities playable characters in a game trivialized them. Rajan also voiced his opinions by saying Kali was being depicted as a porn star, due to her lack of clothing. Hi-Rez proceeded to take the image of Kali off the website, while keeping her in the game. They also responded by letting the Hindu community know that they thought highly of the Hindu religion, due to its rich and diverse heritage. Not long after the controversy, Hi-Rez released Bakasura, The Great Devourer, another Hindu deity. Hi-Rez stuck to their guns and continued adding more deities from different

pantheons regardless of any surrounding controversies. They did, however, remodel Kali to give her a more respectful look in the later stages of the open beta.

After nearly a year in closed beta, Hi-Rez finally decided to open it up to everyone in January 2013. It was also announced that there would be a $100,000 tournament to be held once the game came out of beta. By this point, they had roughly 900,000 registered accounts and SMITE seemed to be on its way to joining the big leagues. Various changes had been made to the map, gods and goddesses in Conquest over the course of the open and closed betas. There were also quite a few updates to the graphics across the game as well. One of the changes most appealing to the community were the Titans. Instead of a Minotaur in a team's base, there is a Chaos Titan, all hulked out and fiery. Then there's an Order Titan, depicted as two women with only one leg each, supporting each other like they were one being. Side camps were also removed along with the defense, health, and cooldown buff. In addition to graphical updates, major map and god changes, some new game modes were added in as well. Domination, Assault, Joust, and a Match of the Day were all great additions alongside the classic Conquest. In August of 2013, they announced a partnership with Tencent, a company known for making League of Legends explode with popularity in China. At this point it was very clear that Hi-Rez had laser focus on SMITE, and wanted to take the world by storm.

In November, 2013, Hi-Rez finally announced an official release date on March 25, 2014. SMITE would finally come out of beta and beckon in a new era of MOBA. As the date grew closer, a skin for Poseidon was released, with proceeds from the skin going to the 100k Launch Tournament in Atlanta. Eventually the total prize pool doubled, making the 100k tourney a 200k (and some change) event. Teams from Europe and North America showed up to battle it out, and it came down to a match between Dignitas and Team SoloMid. Europe versus

You would have been quazy not to grab this skin!

Team SoloMid went on to get their own Apollo skin after their victory.

North America, who would come out victorious? TSM ultimately took the victory, and over 100k in cash. With the massive launch tournament and the increasing popularity in the competitive scene, SMITE found itself gaining a ton of new fans. The exposure the pro teams were giving it proved that SMITE will be a fierce competitor in the MOBA world. To cap it all off, a $600,000 World Championship Tournament was recently announced. Eight teams will get the honor of playing the tournament. As we speak, teams from North America, Europe, China, Brazil, and South America are holding qualifying matches to determine which teams will make it to the massive event.

Even with the game being officially released, Hi-Rez still continues to pump out new content and updates at a blistering pace. Not too long ago, a new game mode was announced named Siege. It originally pitted two teams of five (now two teams of four) against each other in a two lane map. Much like Conquest, the goal is to push lanes to the enemy base and take down the Titan. What makes it different, besides the smaller map and teams, is the addition of siege monsters. Teams earn points toward a super minion that absolutely crushes towers if unopposed. These monsters are key to victory within the gamemode, and add a whole new element to lane-pushing gameplay.

Not only are new gods constantly being added (at the time that is published, the god count will be 56. Serqet being the newest edition to the roster), Hi-Rez has also been partnering up with companies like Curse, to bring even more content to SMITE players. Just a few days ago the VOIP program was made available to SMITE, which allows teams to join each other in voice chat during gameplay. This addition is one of the best things for the community as a whole because there is only so much you can communicate through typing and VGS commands. So far this program has been getting generally positive comments from Smite players, especially since you get 200 free gems for using it on the first match. Who wouldn't want that?

So there you have it. What once was going to be a Global Agenda MOBA that gained a tad bit of attention, has turned out to be the monstrous battleground of the gods you see today. Fans of SMITE are always eager to see what Hi-Rez will do next. The more effort Hi-Rez puts into SMITE, the better it is for the community. You know what they say, "Gamers greatly benefit from competition in the videogame industry".

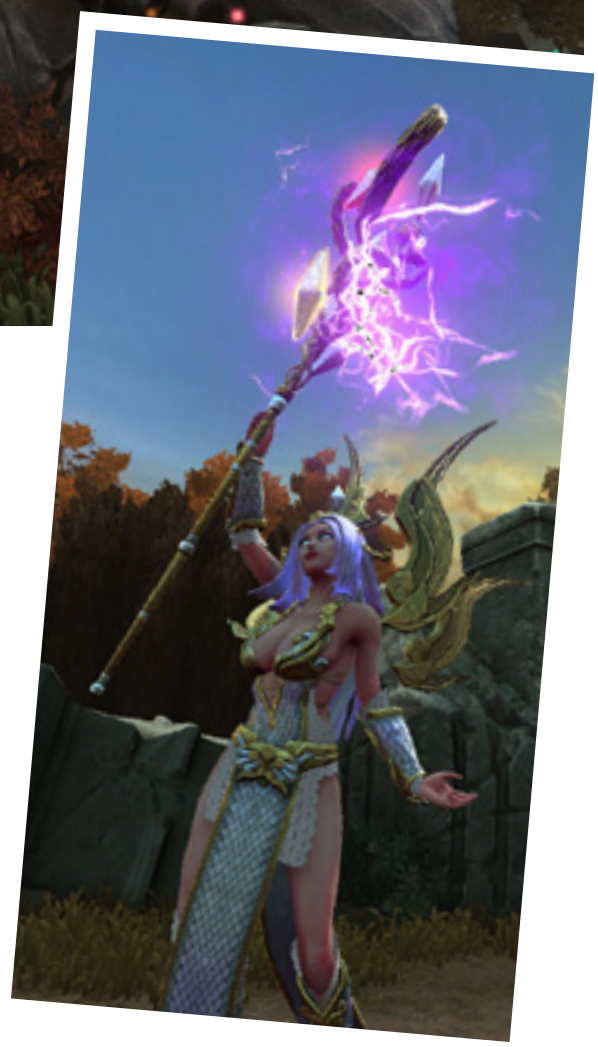
***By** Johnathan Burgoyne*

10 REASONS WHY NU WA BEATS CHRONOS

By *Devon Jewell*

Most people would go and easily say that Chronos is better than Nu Wa hands down. But I'm going to attempt to show you that you may be mistaken. We're going to go over each one of the categories I have writen down and compare damage, items, play styles, etc and see who makes the better ADC, who makes the better mage, and who makes the better overall character.

As the Guardian of Heaven, you don't want to run into Nu Wa!



1. STRONGER BASIC ATTACKS

Most people would go and easily say that Chronos is better than Nu Wa hands down. But I'm going to attempt to show you that you may be mistaken. We're going to go over each one of the categories listed above and compare damage, items, play styles, etc and see who makes the better ADC, who makes the better mage, and who makes the better overall character.

First of all let's talk about basic attacks. Obviously both of the characters are basic attack gods. Of course they do have they're damaging abilities but the main purpose of them is supply a heavy amount of damage in basic attacks... sort of like a hunter.

Let's start with Chronos. Chronos has a buff in his list of abilities called accelerate which at max level gives him 20% movement speed and another 20% over time; in the end leaving him with 40% extra movement speed. Along with that, the ability gives 35% attack speed giving Chronos the advantage when it comes to speedy basic attacks. I'd like to add on that his passive (which constantly changes) will sometimes give him 35% of magical power as basic attack damage. With the average Chronos build finalizing him with around 650 magical power that will add about 227 power onto his basic attack; but only for a couple of seconds.

Chronos end game basic attack damage with his passive up would be around 530 damage per hit and without the passive about 300 damage per hit.

Nu Wa's "buff" to her basic attacks would be her 3, otherwise known as flamestrike. Not only does it stun and do damage (which we'll get into later) It gives Nu Wa's basic attacks an area effect thus letting her hit multiple enemies at once; with the downside of the area hits only being 50% of her current power.

When Nu Wa's ultimate is used with all of her other abilities it will activate her "Snake Mode" giving her double damage to all her basic attacks.

With an average Nu Wa build, the basic attacks would do around 450 damage per hit. Also if you build Telkhines Ring (which is more common on Nu Wa than it is on Chronos) It will give you a passive of adding another extra 40 damage per basic attack; that 40 will go hand in hand with the area damage of her 3. So with all her basic attack "buffs" active she would do around 490 damage per hit constantly with slightly less attack speed than the Chronos.

In the end it's all personal preference, but for me I'd rather have the damage over the attack speed. The more the damage just means the less shots I actually have to hit before securing the kill.

2. HIGHER DAMAGE ON ABILITIES

Moving on to the second item on the list: ability damage. Chronos really only has 2 damaging abilities and they would be Time Rift and Stop Time. Time Rift (at max level) does 260 damage per hit + 85% magical power. So if we were going off of the same power number as before (650) it would give him an extra 552 magical damage on that ability; finalizing his Time Rift damage at 812 damage per hit. One thing I'd like to point out is that it can be pretty tricky to hit most of the time.

Chronos performing his 'Stop Time' attack.

Nu Wa's Amethyst skin's card.

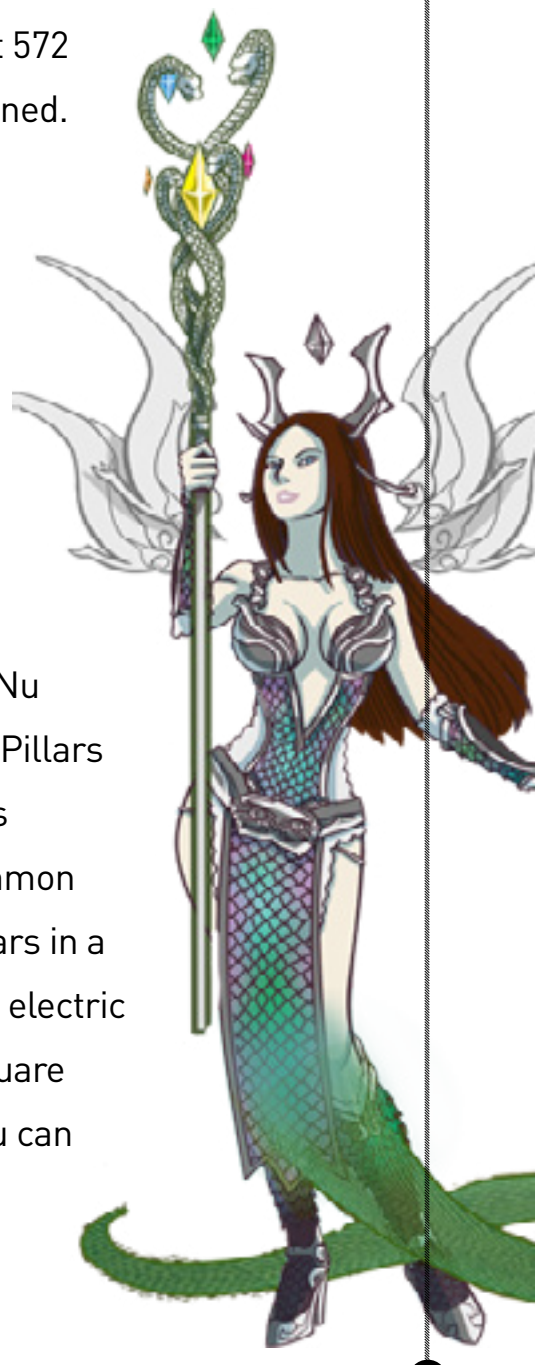
Hit second ability "Stop Time" is not only Chronos stun, but it also deals a decent amount of damage as well. Stop Time comes in dealing 110 damage on impact and another 110 damage once the enemy is stunned. Mixed together with 40% of Chronos 650 magical power this ability would do 740 damage if everything hits. Altogether Chronos would be dealing around 1500 ability damage along with his pretty crazy basic attacks which do around 300 per hit.

All of Nu Wa's abilities do some sort of ability damage to enemies but were going to start with her 1, Fog. Fog does 50 damage per tick at max level plus 10% of Nu Wa's magical power. Which would do about 113 damage per tick in the end lasting about 10 seconds over all. This ability alone can almost reach Chronos full ability damage. If Nu Wa activates her Fog while up close to an enemy, that starts dealing the 113 tick damage to her opponent and if she sticks to that enemy for the full 10 seconds (Which isn't hard since Fog gives Nu Wa a movement boost) It will end up dealing 1130 damage. Pretty good for such an underrated ability huh?

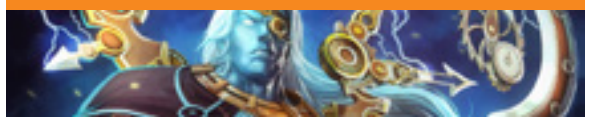
Along with that Nu Wa has her Clay Soldiers which will not only body block fleeing enemies but also do 20 damage per hit. Only a couple hundred if all of them can get 2 basic attacks in, but I thought I'd add it anyway.

Flamestrike is her third attack, the one that gives her area basic attack damage. While along with the basic attack boost it not only stuns, but does 220 damage plus 60% magical power which makes it 572 damage combined.

Those abilities alone surpass Chronos full ability power and we haven't even included Nu Wa's ultimate: Pillars of Heaven. This ability will summon four metal pillars in a square with an electric field in a 40 square foot radius. You can be hit by the electric field as many times



DID YOU KNOW?



Two of Chronos' jokes make reference to popular TV shows: Doctor Who and Days of our Lives.

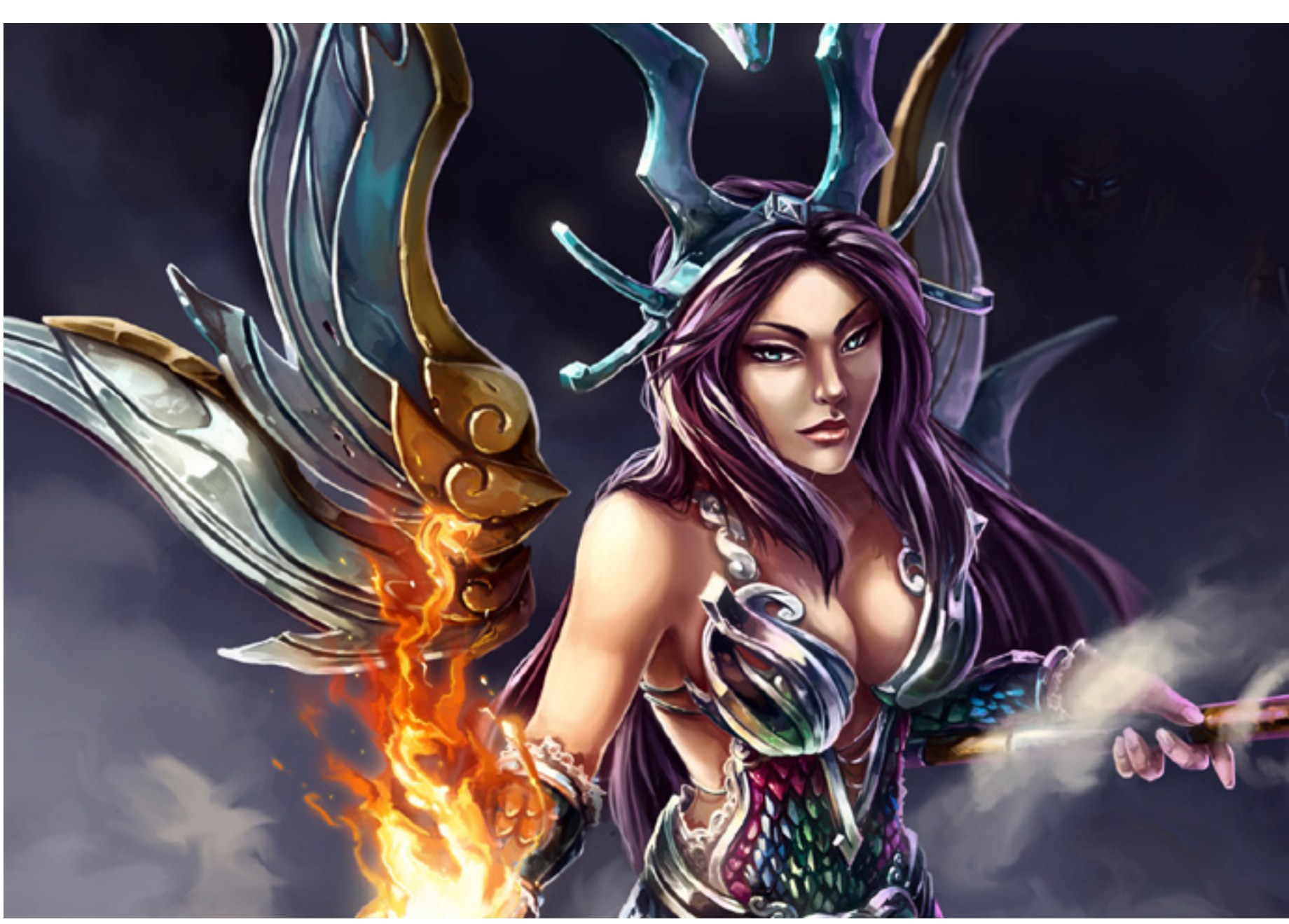
as you walk into it and each time you do it will hit you for 300 damage plus 50% of your magical power hitting you for a whopping 615 magical damage per hit...if everything is hit properly you will do 2517 damage to your enemy. Surpassing Chronos by 1000 magical power, and will a fairly short cool down on your ultimate you can do it all again in no time.

3. QUICKER, MORE VERSATILE ESCAPE

The thing about Chronos is... he's pretty much an escape master. He has 3 ways to escape from a battle gone wrong. Number one would be accelerate, since it gives him 40% movement speed it's pretty ideal for a runaway escape. His second form of escape would be his stun. Example: he has someone chasing behind him or a big grouped up force coming his way, all he has to do is throw his Stop Time, hope it hits and run the other direction. Finally his third form of escape would be his ultimate. If used properly Chronos can enter the battle with full health, get beat up a bunch, pop his ultimate and either go in for more... or run away.

Starting with Nu Wa's first escape method: Fog. Fog gives her 30% movement speed while inside also cloaking her as well so she's not able to be seen by the enemy. Along with that you can build Gem of Isolation making damaging abilities slow by 25% so that even if the enemy god can catch up to Nu Wa while in her Fog, he/she would be instantly slowed for that 25% usually resulting in Nu Wa's escape.

Escape number two would be Nu Wa's Clay Soldiers. At max level Nu Wa has 5 Clay Soldiers, all she has



to do is drop them either in front of her or behind her and they will rush towards the enemy, forming around them and hopefully successfully body blocking them.

Escape number three, similar to Chronos second escape is her Stun, Flamestrike. All Nu Wa has to do with this is turn around, throw her Flamestrike down, hope it hits and run the other way.

If all other methods of escape fail and you feel unsure of your perfect escape, gonna have to use the ult. All you have to do is make sure it hits your enemy preferably place it in front of your enemy and let that 55% percent slow do the work.

All in all I feel that 4 chances of escape are better than 3. Most of the 4 escapes also dealing good amounts of damage, where as Chronos only escape that will deal damage is Stop Time. As safe as you might think you are with Chronos ultimate, sometimes you can't get it off fast enough before they kill you; remember that.

"THE THING ABOUT CHRONOS IS... HE'S PRETTY MUCH AN ESCAPE MASTER."

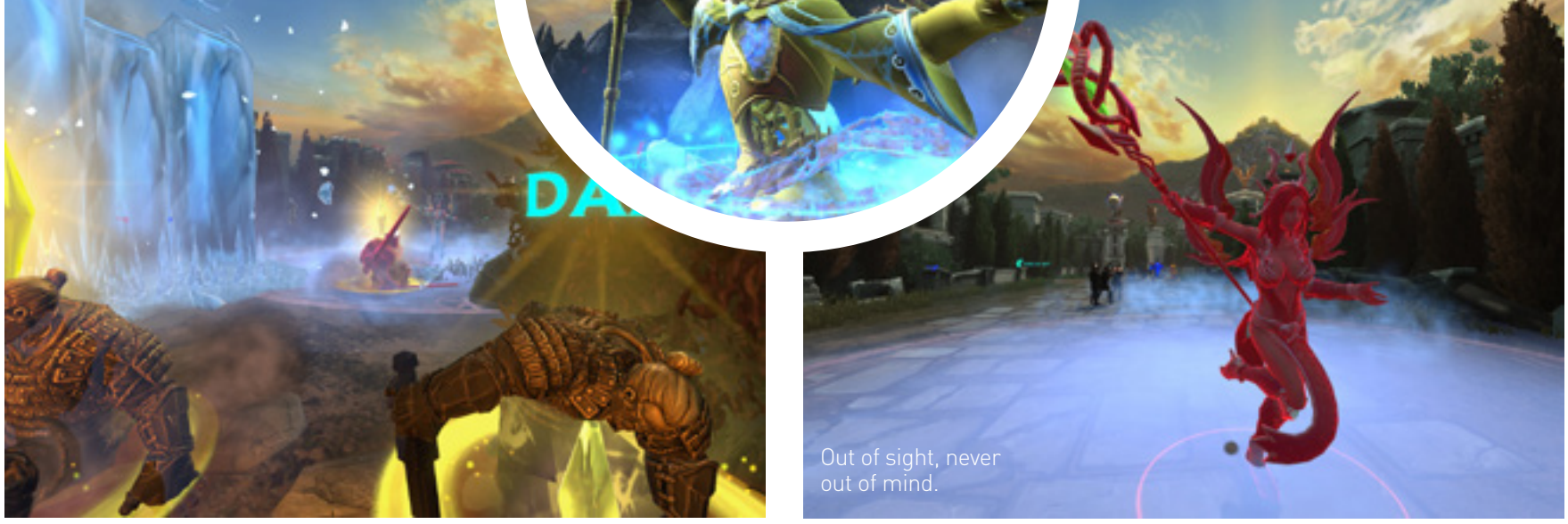
4. STRONGER ULTIMATE AS AN ADC

Who has the better ultimate as an ADC Mage? Hands down it is Nu Wa. What Chronos ultimate does is reverses time and heals him to whatever health he was eight seconds earlier. What it also does it take him out of the fight which can sometimes help or even hinder him in a battle; example: It can put him back in the fight with full health, but also give his enemy a chance to get away. What it doesn't do is damage or set Chronos up for the kill.

Once Nu Wa's Pillars of Heaven gets put down it not only activates Nu Wa's double damage on basic attacks it gives the enemy trapped inside 2 options. They can either sit inside of the cage and be an easy target for Nu Wa to

Fantastic piece from HiRezKala.

She's down but far from out.



Out of sight, never out of mind.

hit with her double damage... or move through the electric field, take 615 damage and get slowed 55% letting Nu Wa get right up behind the enemy for the kill. When you look at it like that it's obvious who has the better ultimate ADC Mage.

5. GREATER POTENTIAL AS A SUPPORT

Number five would be who is the better potential support. So if you were to take both the characters and play them as the support class.

The attributes Chronos brings to the table as a support are slim to none. Literally the only things that would help his ADC secure a kill would be his stun and the little extra damage he'd do from not being a real guardian.

Nu Wa can bring a lot to the table as a support.. I'm not going to go over everything individually again since I already told you the gist of each ability.

But just brushing over everything she has to offer as a character; she brings: an abundance of slows, a good body blocking technique and a stun. In my opinion, that's enough for a good support. Plus on top of that she

has a passive that's constantly giving her 10 HP5 and the more total health she has, the more health her Clay Soldiers have.

6. MORE SUSTAIN

This next one is a very close one but I think I'm still going to give it to Nu Wa. Number 6 on the list is: More Sustain.

Starting with Chronos once again, his main sustain is his ultimate; which if used properly gives him back full health. I just don't like that ultimate much sustain wise because really what it mostly does is gives your enemy a chance to back out of a fight. He knows you're going to heal back up with the ultimate why would he stick around to fight another full health bar? Most people wouldn't.

Nu Wa not only has her 10 HP5 passive, but if built with any kind of life steal mixed with her area damage basic attacks she regains health in battle faster than most mages.

Only badasses don't look as things explode.

7. BETTER IN TEAM FIGHTS

Now for some reason most people think that Nu Wa is very bad in team fights. But if you actually look it the right way she's perfect for team fights.

If built with Gem of Isolation as I stated before, her fog and all other damaging abilities will give a 25% slow. Fog also can hit multiple enemies, her Clay Soldiers can be used as obstacles, her stun is... well a stun, always nice to have a stun in team fights and her Pillars of Heaven are practically designed for team fights.

All the enemy has to do is mess up and walk through it a couple times and BAM that's 1200 damage right there. As well as her basic attacks hitting multiple targets she sounds like a very good asset to have in team fight.

Moving on to Chronos Team fight abilities, yes he has his movement and attack speed to make him able to hit a lot of enemies with a lot of basic attacks plus his Time Rift which

Running into battle to assist teammates. Unlike Chronos.

he can use every 5 seconds and deal 800 damage but those two things are single target attacks.

The only real multi-target attack he has is his Stop Time stun which can easily stun multiple targets. Compared to Nu Wa's team fight along with facts and a little damage calculation... you can see Nu Wa beats Chronos in the team fight department.

8. GREATER TEAM AID

Chronos has very little in the department of team aid. Same as team fights, the only real thing he has to help the team is throwing down his stun.

Nu Wa brings a couple things to the table in team aid. Once again her Fog, which doesn't only cloak her but also any teammate that walks in the area of the ability. That can be use full for say... Fenrir to jump in and initiate without the enemy knowing what he planned on doing before hand.

Fog also can be useful for teammates to slip away with Nu Wa if the fight becomes too much. Nu Wa of course has a stun as well as Chronos which can set teammates up for the kill.

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9. BETTER WAVE CLEAR

The one is pretty much a given... as in I'm givin' it to Nu Wa because it's obvious. Number nine is who has the better wave clear and push.

Chronos is going up first since his own real wave clear is his Time Rift which can clear half the wave at a time. You can also use Stop Time to clear the wave too but it doesn't do enough damage for it to matter much as a wave clear.

Now everybody knows Nu Wa has one of the best pushes in the game. All you have to do is use Flamestrike and continue to basic attack with your area damage and your golden after that all you have to do is take down the tower.

10. ASTRONOMICAL PUSHING ABILITIES

Which brings me to the finally comparison of the list. Number ten: Who can destroy towers, phoenix and kill titan faster and easiest.

With the combination of not having to have a minion wave because of her Clay Soldiers, having Flamestrike which can actually stun towers and phoenix and her high damage basic attacks make her one of- if not the best pusher in the game.

Compared to Chronos who really only has what every other character has to take down objectives... his normal basic attacks.

Now here we are at the end of my list of 10 reasons why Nu Wa is better than Chronos as a character. Just a little FYI, I'm not saying either character is better than one another; I'm just giving some reasons why 1 underrated character is better than the generic ADC Mage that most people choose... well... and there's also Freya. But she's a completely different story.

***By** Devon Jewell*

INTERVIEW WITH ANDY SEXTON [HIREZSPIELBERG]

By *Kris West*

We had the oppurtunity to take ten minutes out of Andy's busy schedule as the office video creator and ask him some questions about his work and personal life!

HOW LONG HAVE YOU BEEN WORKING WITH HI-REZ STUDIOS FOR?

I started back in December of 2013, so almost 8 months at this point. I think I get tenure at 12, so expect my video quality to nosedive around Christmas.

HOW DID YOU GET INTO YOUR CURRENT ROLE WITH THEM?

I was actually looking to interview someone from Hi-Rez for a video bit, and saw that they were looking for a video editor. I ended up applying and got a call back the next day by Mr. Todd Harris. I pitched a few video ideas, one of them being Minion Has Spawned, and came in the next week to shoot what became Episode 0 of the show. I had a 5-hour marathon interview a week or so later and was hired on shortly after.

IS SMITE THE FIRST GAME YOU'VE CREATED VIDEO CONTENT FOR?

Yep, Hi-Rez is the first game developer I've worked for, with SMITE being the first game I've created videos for in an official capacity.

HOW DID YOU GET INTO CONTENT CREATION IN GENERAL?

After I finished up graduate school and started my first real world (i.e. boring) job back around 2011, I started shooting a movie with a group of my friends - I was an idiot and didn't realize that it takes a lot of time to make a movie, so as a side project, I started to work on a webshow called 'Gamesies' with a few friends, including my buddy Blake Lindsey (Terry on Minion Has Spawned). Working on 'Gamesies' got me in the groove of scripting and shooting comedy bits for videogames.

Andy doing an action roll. You can see Todd wasn't too impressed.

CAN YOU TALK US THROUGH A TYPICAL DAY IN THE LIFE OF ANDY SEXTON?

My days can be pretty varied. One day might consist of writing up a script for one project, editing a video that needs to be cranked out, or meeting with the Hi-Rez marketing gang to figure out some bits that could coincide with an upcoming promotion. Then there's some normal day-to-day stuff, like uploading tournament VODs to the SmitePro channel or adding our YT videos in-game. I can go a week without doing the same thing every day - the variety's great.

DO YOU PLAY SMITE YOURSELF? AND IF SO, WHICH IS YOUR FAVOURITE GOD, GAME MODE AND ROLE TO PLAY?

I play SMITE when I'm helping my fellow video editor Alex record game footage for the God and Skin Reveals he puts together. I'm unfortunately a Mac fanboy, so I don't play a lot of SMITE off-the-clock, but when I do, I am firmly team Hun Batz. Anytime I make fun of him in videos, it's purely out of love.

WHAT ARE YOUR TOOLS OF THE TRADE? (I.E. SOFTWARE, HARDWARE)

I get ragged on by my fellow production guys here, but my main setup is a Macbook Pro using Final Cut Pro. If I have 2 or more projects that need to be cranked out quickly, I'll double up and use Adobe Premiere on a PC.

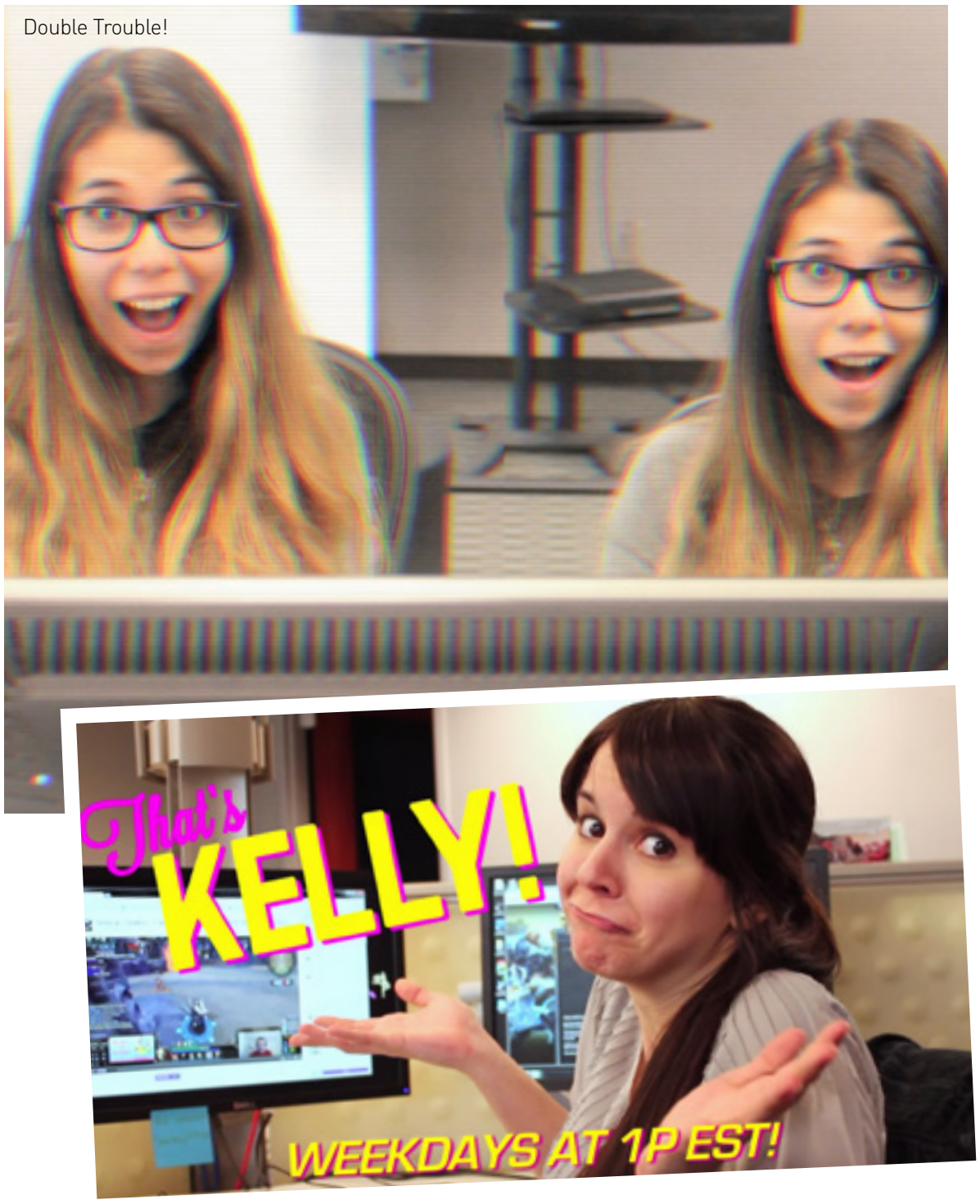
ARE YOU AN ORGANISED INDIVIDUAL OR IS YOUR WORK MORE "ANDY CAN UNDERSTAND THIS" MAKING YOU AN IN-DISPOSABLE ASSET?

I think my edits are well-organized when I'm working on them, but I'm sure they look like a dumpster fire from the outside. A lot of the videos I do are one-offs, so they don't have an established format or template. I don't re-use a lot of assets, which can get a little tricky if I were to hand off the edit file to someone else.

WHAT IS THE PROCESS OF CREATING AN OFFICIAL VIDEO FOR HI-REZ STUDIOS?

Really, it depends on the video - for something like the SWC Launch Trailer, I'd talk the format over with Stew and Nabil, just to make sure it's getting the message across and that the feel of the video is where it should be. But, for stuff like Community Contrast, I'll write up the script, shoot with whoever I think would be funny for the episode, run the finished product by Todd (my comedy barometer), and then get it posted. The bosses here are generally hands-off when it comes to comedy, which I think goes a long way in giving the videos a distinct sense of humor.

A cool example, for the SMITE Launch Tournament, a group of us had a meeting to come up with video ideas that we could show throughout the event. Adam (HiRezAPC) watched Full House the night before and thought it'd be funny to do a take on that. That snowballed into "oh, well, Todd looks identical to Bob Saget, he's got to be Bob Saget in this". And then the launch tournament ends up selling out, which turned into "oh, the tournament is literally going to be a full house, that worked out." It's great to be able to run across the office and yell, "hey Lionheart, stop doing lawyer stuff for five minutes, I need to record you stroking your eyebrows in an abandoned bathroom."



HOW MUCH OF A CREATIVE LICENSE DO YOU GET TO USE?

For most of the videos I work on, I'm given near-complete creative freedom. Like a few weeks back, we had a Double Favor Weekend and wanted to get a quick video out to promote it. The video I put together was based off an old 80s gum commercial, and to make it look authentically bad, I added VHS effects, a 4:3 frame, and some Parent Trap-y body double editing.

People ended up really liking it. I feel like other companies would just slap together game footage, add a bro-y announcer yelling "DOUBLE XP Y'ALL", and top it off with a generic butt-rock soundtrack. Or just not do a video at all. What's great about doing videos at Hi-Rez is that we can come up with an idea, script it, and then shoot/edit it without having to get it cleared by 10 different people. I've never worked at a place that puts that much trust in its employees' creative ability.

"THEN THERE WAS A WEIRD SIDE-STORY OF TODD LOVING M. NIGHT SHYAMALAN MOVIES"

WHICH HAS BEEN YOUR FAVOURITE HI-REZ STUDIO TO WORK ON TO DATE?

My favorite video has been episode 4 of Minion Has Spawned - it hit a good mix of weird storylines, poking fun at current game controversy, and great timing from Blake and Todd.

A few months ago, there was this whole uproar of Microsoft paying streamers to promote the Xbox One - in this episode, Todd wants

to pay Kelly and Bart to sell people on SMITE, which then went a step further by turning Kelly's stream into a QVC-style show. Then there was a weird side-story of Todd loving M. Night Shyamalan movies, and (Hi-Rez CEO) Erez being the company janitor, which is actually a running joke on Reddit. It all worked really well together. Plus, Agent Whiskers did a great job with the music, really doing a good job of selling the tone of the episode. I was really happy with how that one turned out.

IS THERE ANYTHING YOU CAN TELL US ABOUT THE VIDEO YOU ARE CURRENTLY WORKING ON?

Right now, I'm working on writing Minion Has Spawned Episode 8. This one is going to be a bit Home Alone-y, with Terry accidentally getting left behind while everyone's on a company trip. Should be a fun one. I'm also working on an eSports-themed episode of Community Contrast that's coming together nicely. So far, I've filmed bits with players from Dignitas, COG, and Team World Elite, so it'll be cool to have people outside of Hi-Rez featured. And, I can't say too much about it yet, but we're in the middle of planning a new series for YouTube that's looking to be really cool - non-scripted, funny, and featuring both SMITE and the devs prominently. It'll be pretty different from anything else on the channel. I think people will really like it.

By Kris West

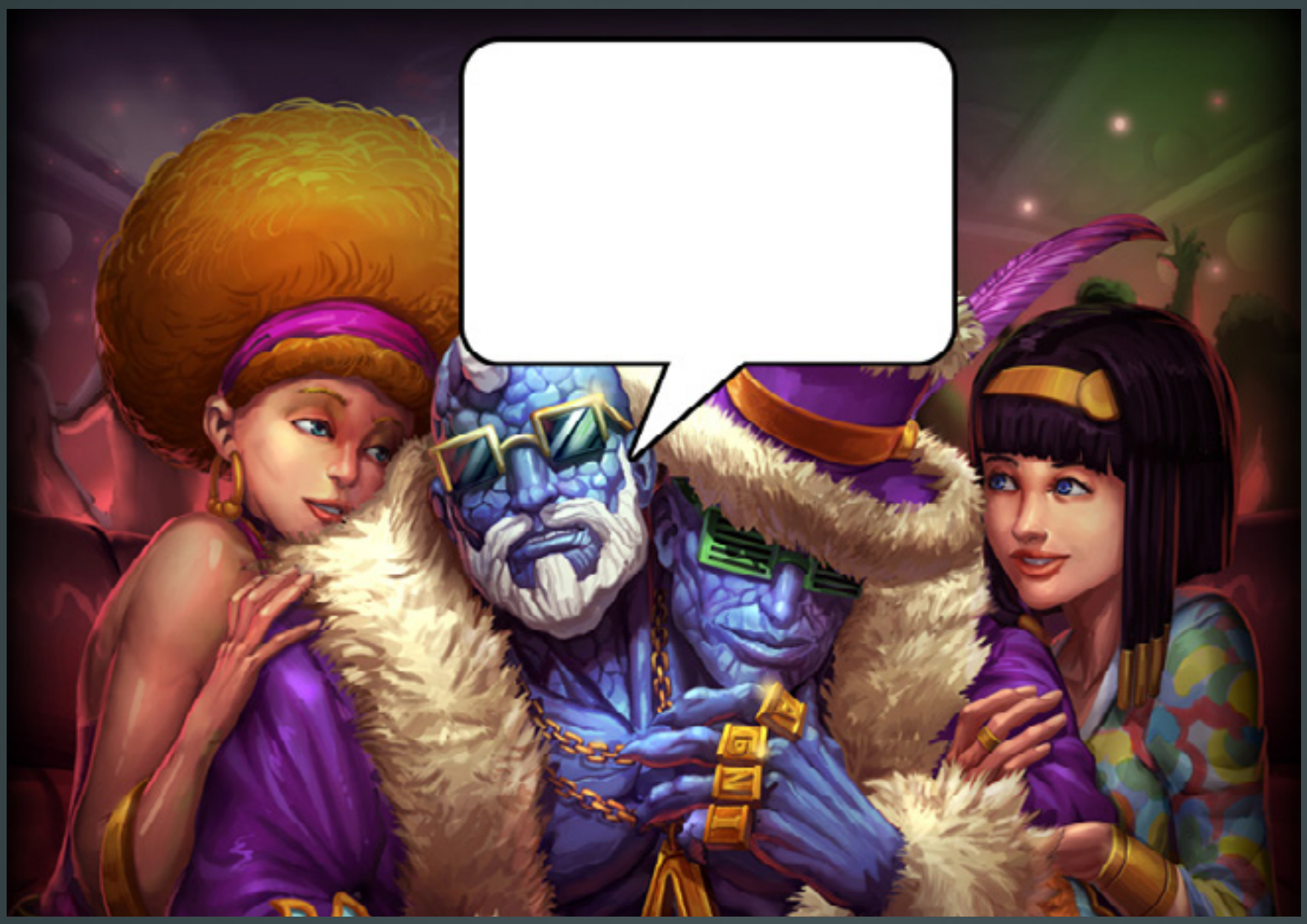
Andy doing his best Minion impression with Drybear

Want to WIN this skin?

We'll be giving out a handful to our subscribers in a prize draw. Don't miss out!

SUBSCRIBE

WIN GEMS
CLICK TO ENTER



This month's caption competition will have three winners:
1st Place: 800 Gems
2nd Place: 400 Gems
3rd Place: 200 Gems

Each winner will also receive Serquet & Venom Skin

Every month, dozens of budding and professional artists submit their SMITE-related art to the SMITE Community Art Show (commonly known as f.art for Fan Art). We here at the Community Magazine love sitting down and watching the creativity of these artists so decided that we wanted to start showcasing some of it!

Each month, we'll showcase the "Top Picks" for each week. These are the pieces that Ena, Kala and Gavin (the hosts) all think are the top of the top for that week.

The SMITE Community Art Show is aired on the SmiteGame Twitch Channel on Thursdays at 4PM EST (9PM GMT - 2PM PST). You can find it by clicking here!

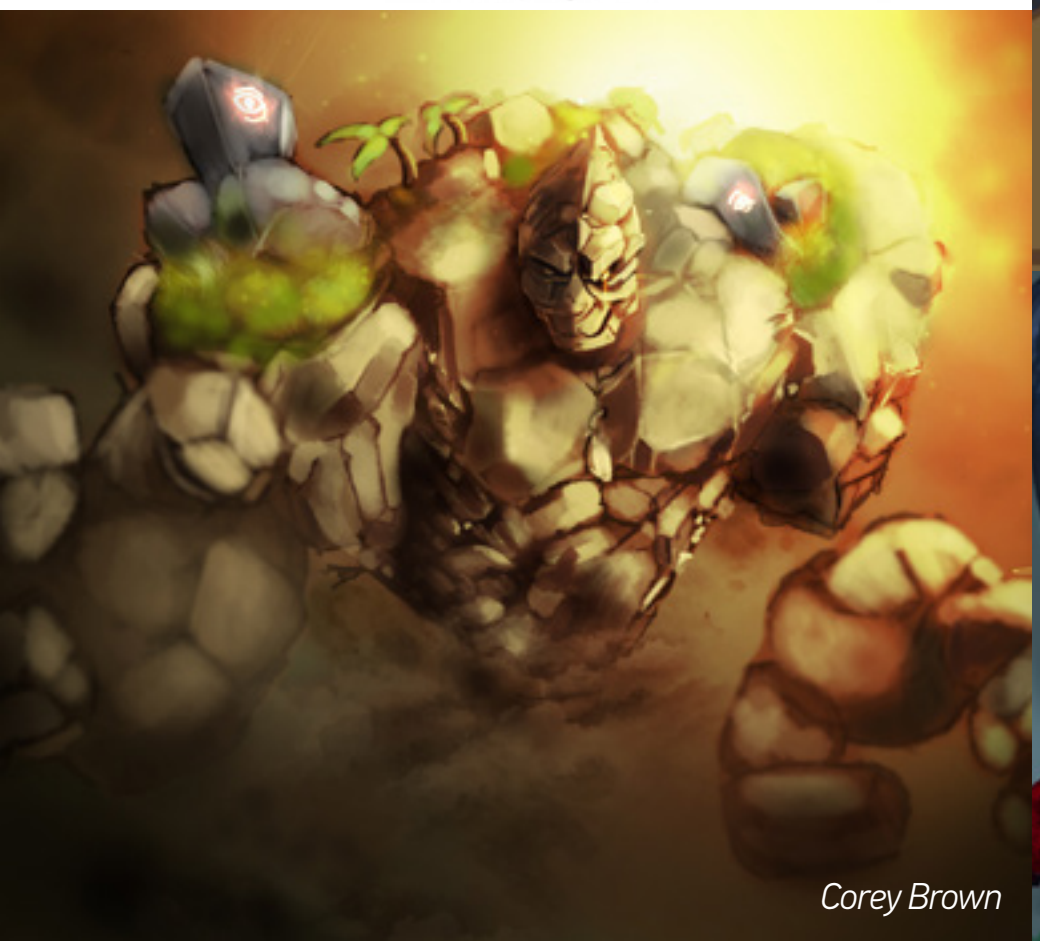
Alternatively, some of you might be budding artists yourself, or just want to show off some of your fantastic work. You can submit it to the Art Show by clicking here!

Emily Rigole

Alishea Hartman

Melvin Leong
SMITE
presents
SPACE CUPID

Patrycja Fabicka


Corey Brown

Jose Islas

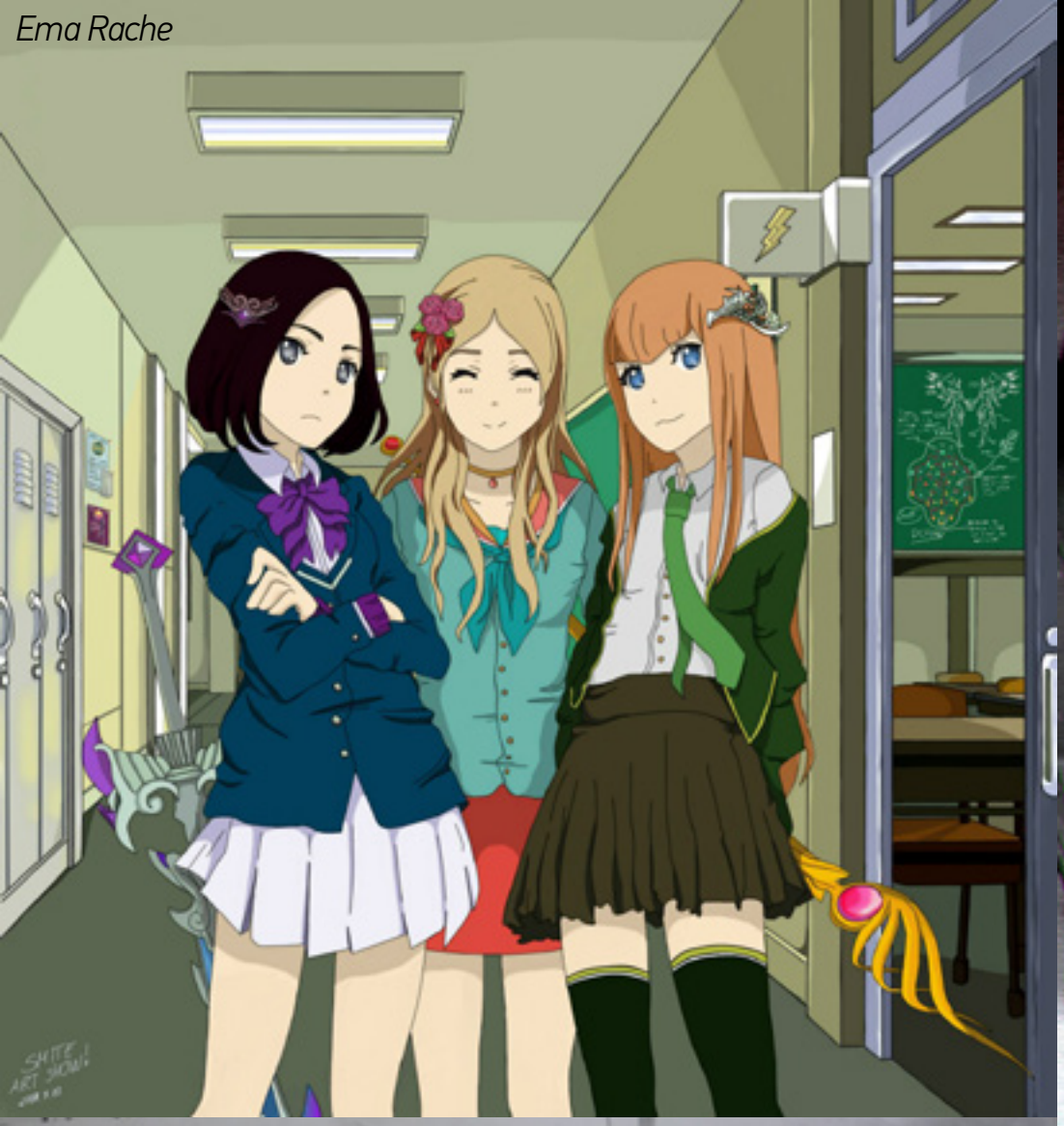
Julia Potashova

Annie V

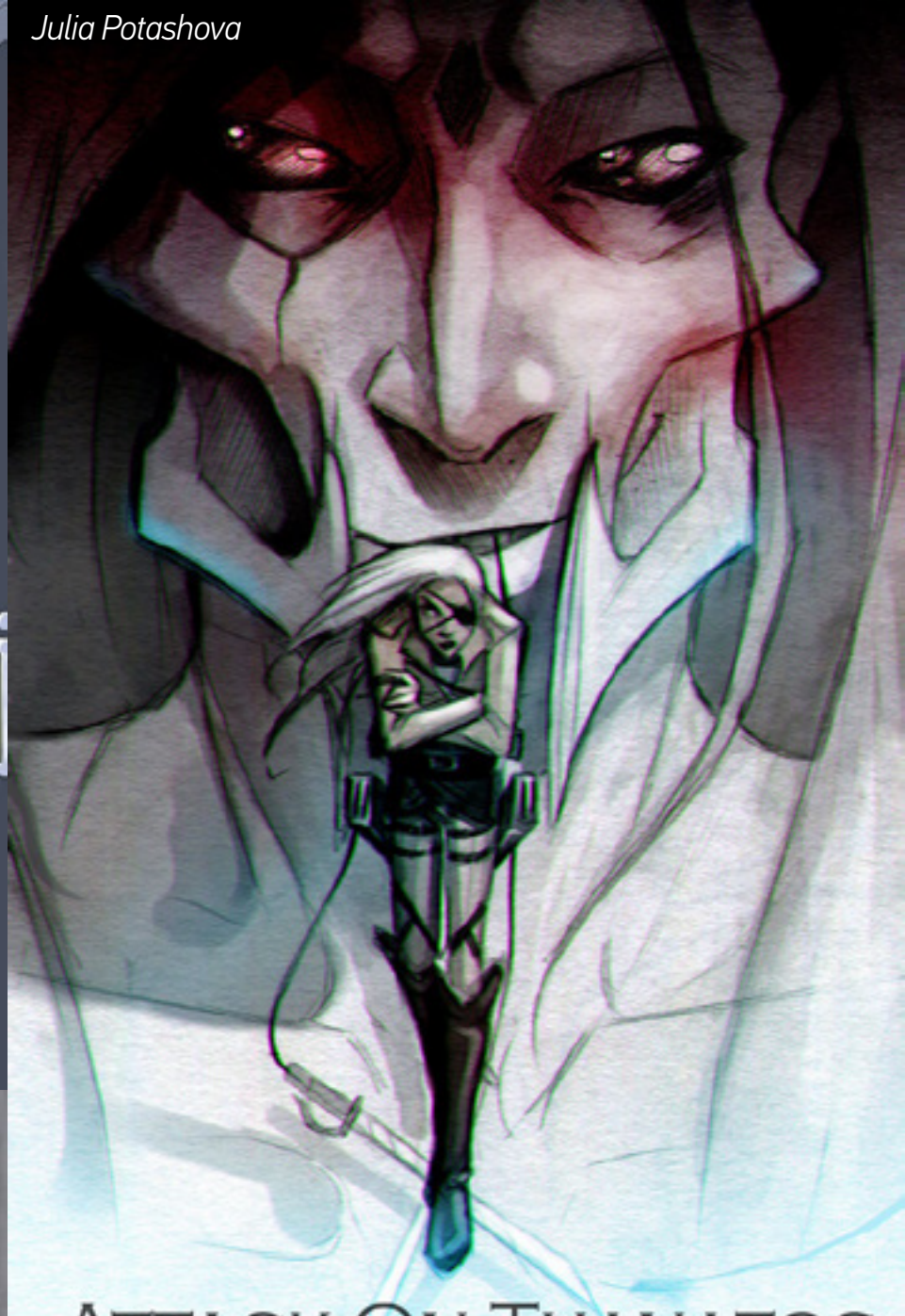
Jasmine Mackey

Cher Chen

Ema Rache



Julia Potashova



Fredrick Hardson

Sky Flu

Melvin Leong

Kevin Cheuk

Marvin Hidalgo

Daniel Boles

Annie V

Eduardo Ramirez

Bas De Vries

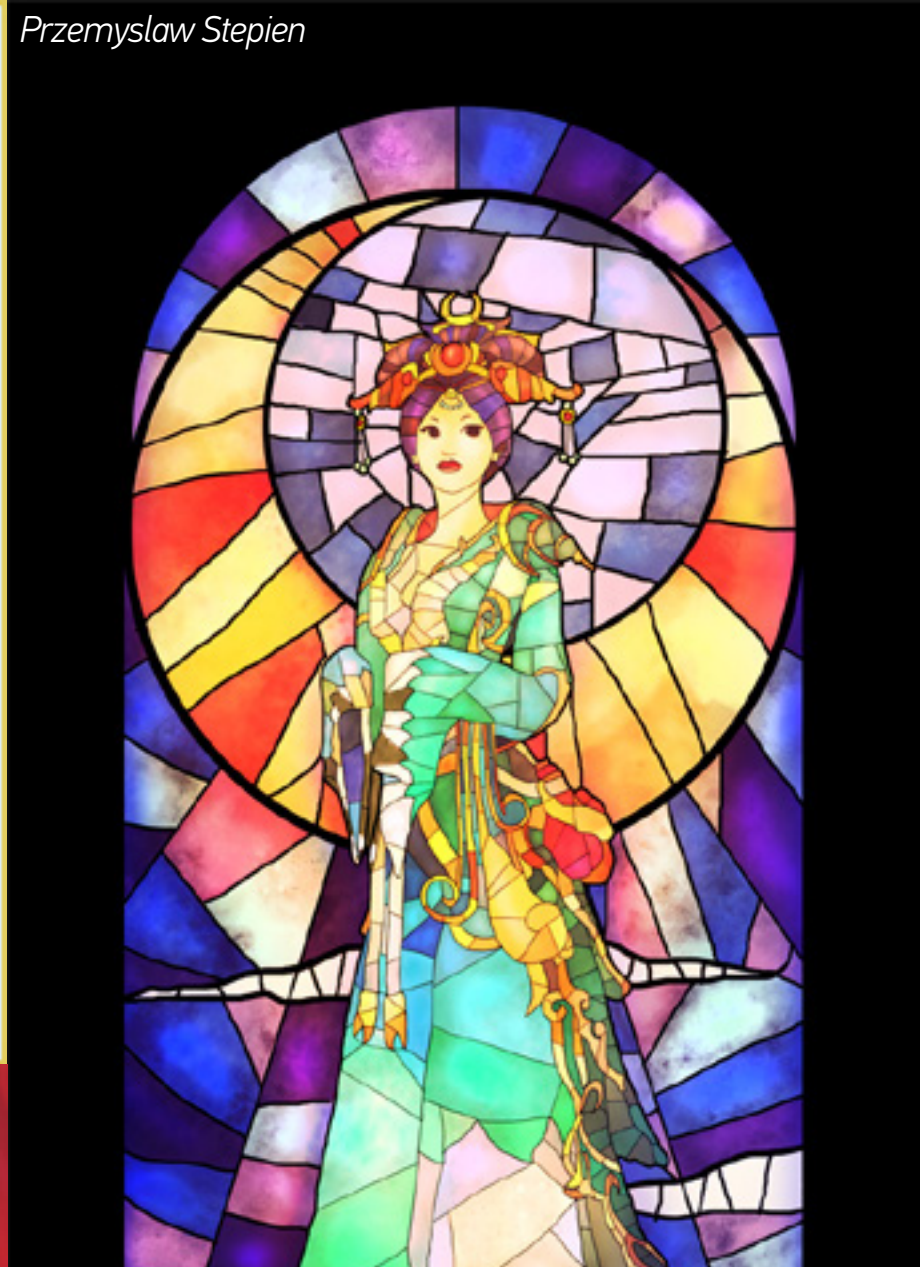
Cher Chen

Javier Cardenas

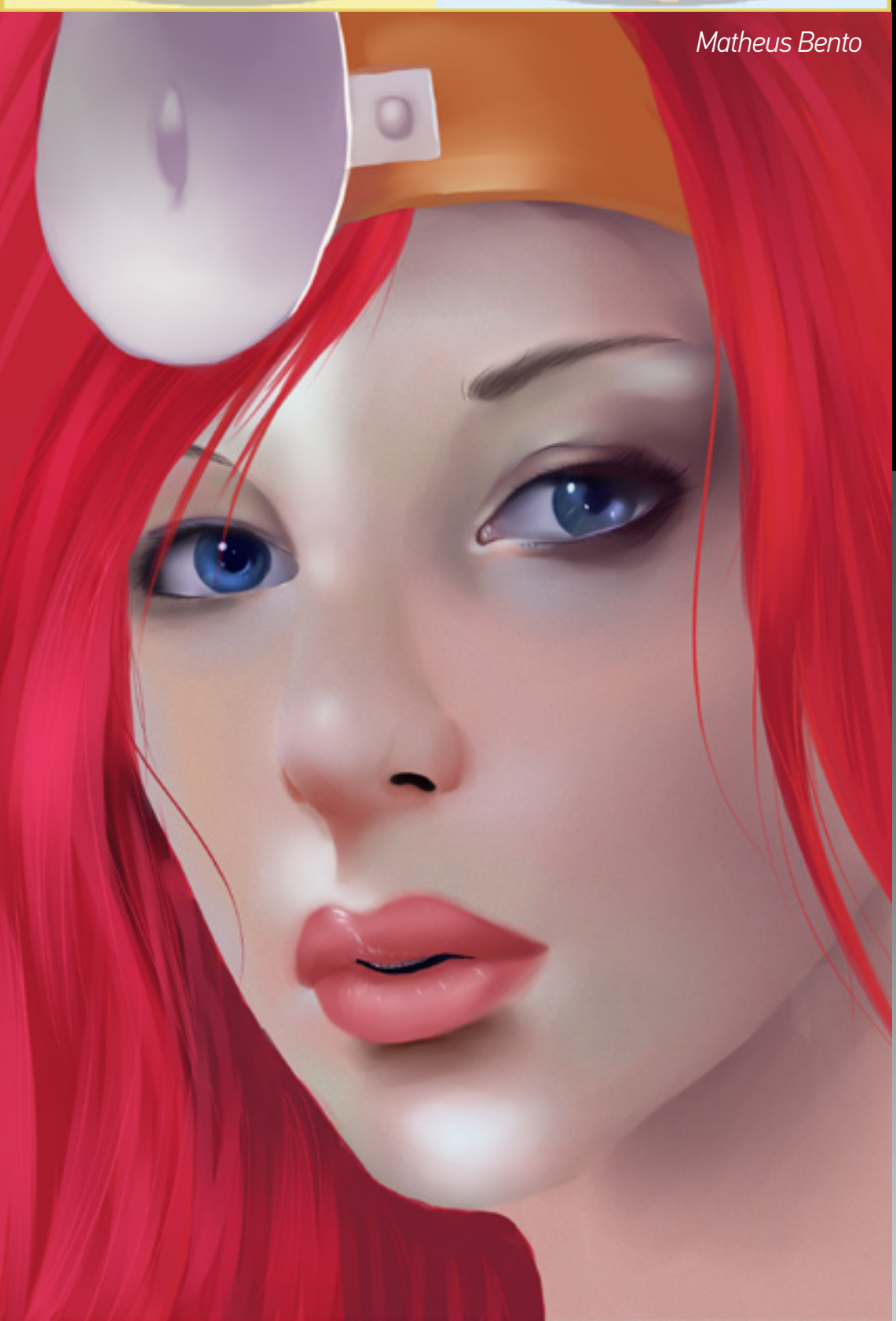
Jishnu Nandwana

Sina Holzmann

Przemyslaw Stepien



Matheus Bento



Stephen Nickel

Smite Alternative

-

Your #1 source on Twitch for 24/7
Arena, Assault, Joust, MoTD, and Siege.

-

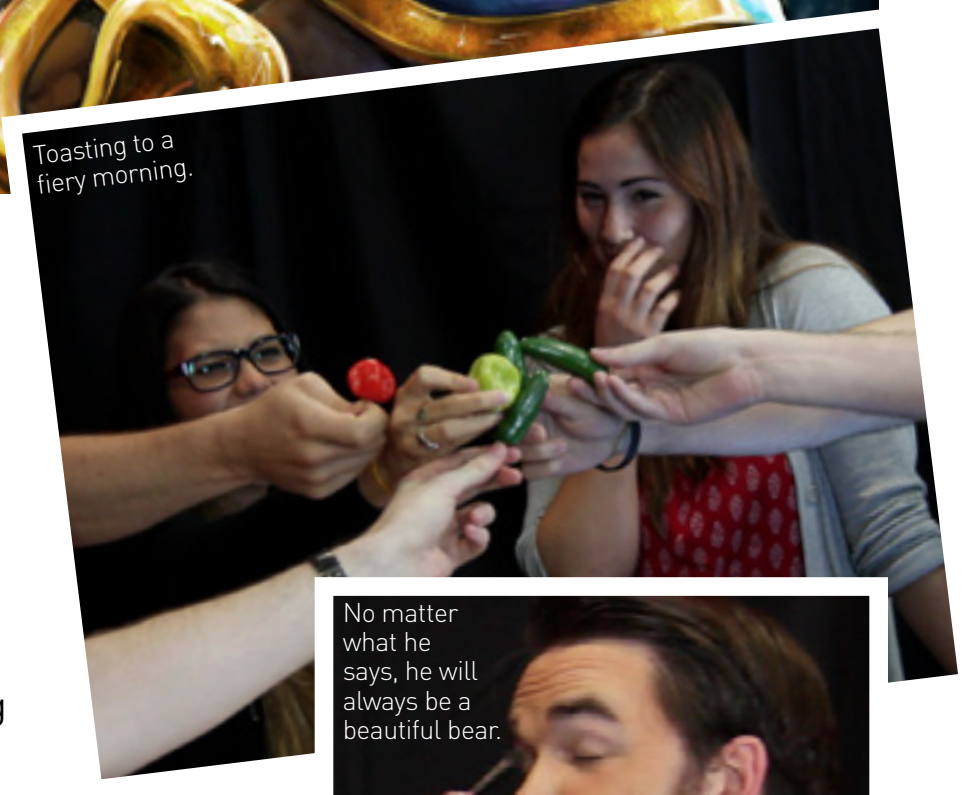
Find us at www.twitch.tv/smitealternative
or in-game on the SMITE Tv browser.

THE AMERICAN RED CROSS CHARITY DRIVE

By *Robert Sirio*

Recently, Hi-Rez Studios and the community worked towards raising money for the American Red Cross, and did a great job in doing so as well.

Ra-Merica, the skin that raised $51k.



Toasting to a fiery morning.

No matter what he says, he will always be a beautiful bear.

Hi-Rez had two events that went on throughout June and July. The plan was to get the community involved by donating to the aforementioned charity and those who donated also received a thank you reward from the Hi-Rez team.

Hi-Rez kicked of the event with the release of the Ra-merica skin that was sold for 500 gems in the skin shop. The limited edition Ra-merica skin comes with an American patriotic look and it has its own unique voice. The skin was released in June and was available until July 15. This particular skin contributed two dollars to the American Red Cross foundation for each skin sold. That may not seem like much; however, it starts to add up as more and more people purchase the skin. The skin raised over $51,000 from the sales, which contributed only a portion of what Hi-Rez was trying to accomplish.

The second event was a six hour live stream, hosted primarily by Drybear who is a Hi-Rez employee and a streamer. Drybear did a lot of weird and painful tasks to entertain the viewers and donors contributed to the charity. There were many incentives available to get people to donate to the American Red Cross via Crowdrise. Viewers had to reach a certain dollar increment to achieve

Out the way, Ladies. Charlie's got some new angels.

their desired reward. With a ten dollar donation the viewers could spin a virtual wheel that had tasks for Drybear to do while he was streaming matches. Some of the actions that he had to perform were shouting Abracadabra after every kill or even being the team's cheerleader. Aside from allowing people to punish him further, Drybear also gave some other rewards for donating the charity. For twenty-five dollars, donors could receive the Tiermonster exlucisive ward skin, which was the most favorable. Furthermore, they could've received a limited edition skin in the game like the Chocolate Bunny Chang'e skin that was given to someone who donated $200. One of most expensive purchased rewards was the $1,000 grab bag from the launch tournament. Inside the bag were many neat items including a glass paperweight with the name "SMITE" engraved on it. Another was a VIP invitation to their next event, which was being auctioned off for $3,000.

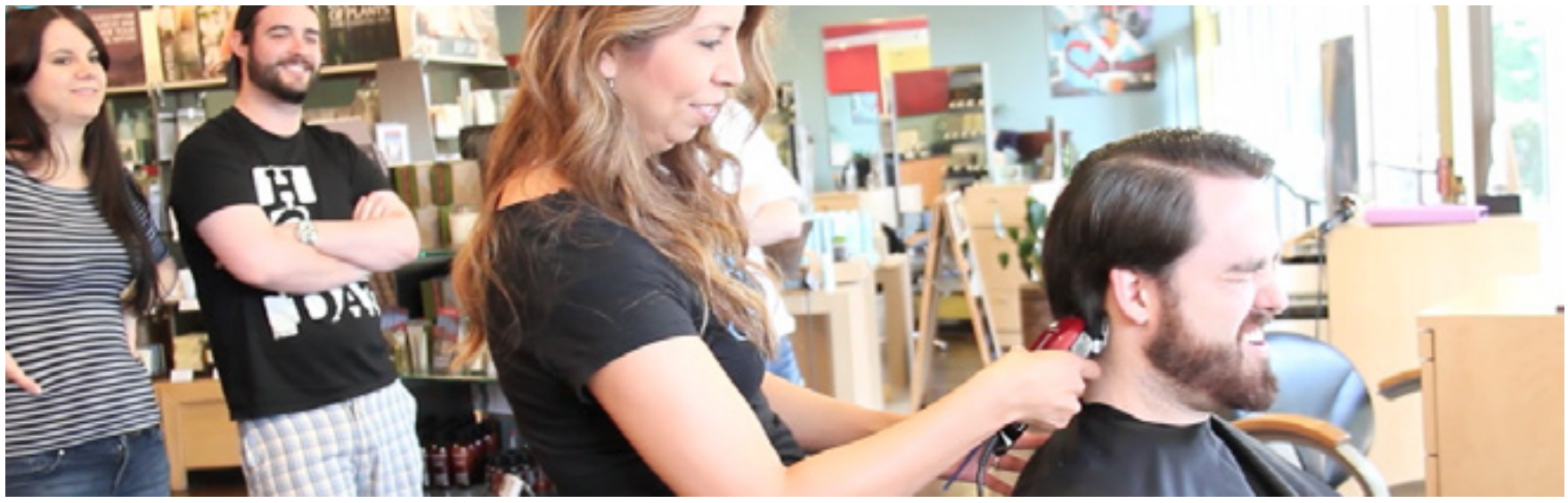
However, that wasn't all that was being given away. There were also milestone rewards for viewers on the way to achieving the donation goal. These included gem, god, and skin giveaways, which was nice for those lucky viewers. For those who weren't lucky enough to receive one of those prizes, there were some other things that all viewers got to experience. Aside from Drybear's dresses, at $15,000 HiRezKelly dyed her hair blue, Drybear shaved his head, and HiRezBart shaved a Norse pantheon symbol into his hair. The stakes went even higher when head members Todd, Erez, and Stu joined in the action. They encourage people to donate more money to the cause in exhange for their own make up session. This charity stream was jam packed with so many interesting things to watch, and the money went to helping those in need when disaster strikes.

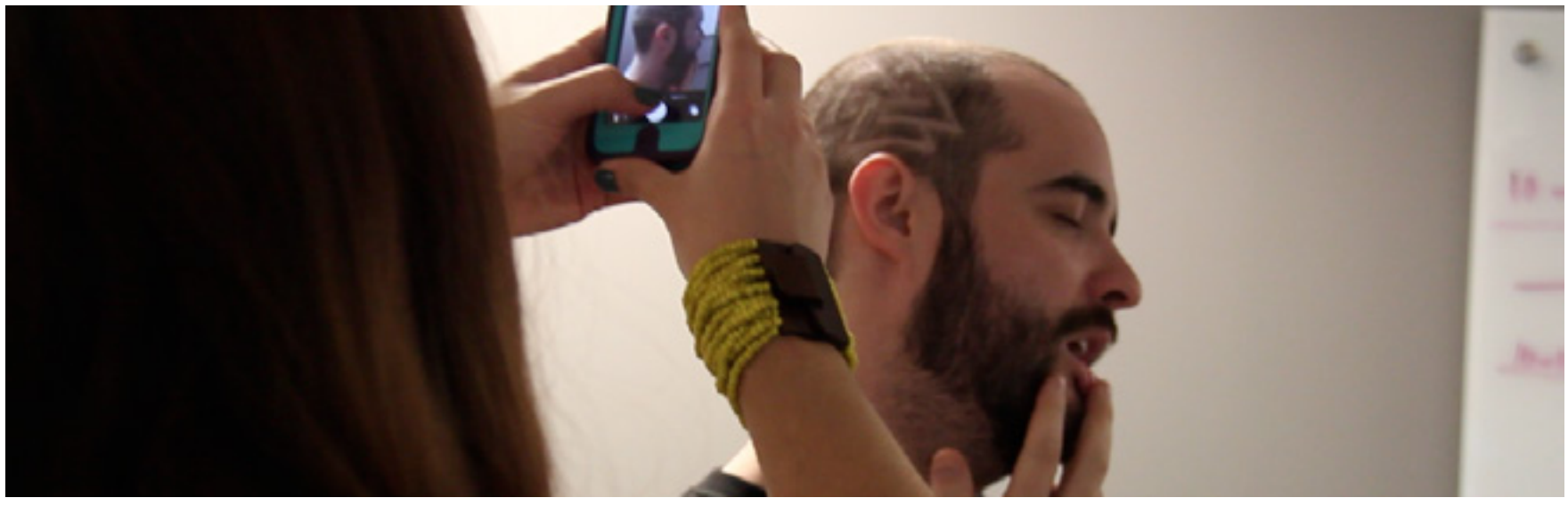
"THEY EXCEEDED [THE] GOAL BY SIXTY PERCENT."

The main goal of the live stream was to raise $15,000 and with the efforts of the donors they exceeded that goal by sixty percent. The Hi-Rez group and the community had accumulated a little over $22,000 over the live stream charity event and $2000 from other team members. The total money raised by both events surpasses $75,000. This was a great team effort amongst everyone who participated in either or even both of the events.

Overall, the stream had many memorable moments that went on. One of the most memorable things, that may go down in SMITE history, is when Drybear had to get into various dresses, each getting shorter than the previous one. Another unforgettable part was his makeover on stream. The most important part though, was when the community raised $75,000 for the American Red Cross.

***By** Robert Sirio*





The SMITE Community Magazine Presents

COSPLAY CORNER

By *Keikei Flores & Shayna Connor*

For this month's Cosplay Corner, Doom and Gloom chose to cosplay a Goddess - Artemis, Wrangler Skin. This is a great project for someone who is still 'new' to crafting and sewing. This 'build' is also good for someone with more experience and would like to execute a SMITE character cosplay quickly.

'Wrangler' Artemis appears to wear a chocolate brown cowboy hat, which you may already have, or can be easily acquired for twenty dollars or less. A hatband was made out of a 4-inch strip of suede folded in half and velcro at the ends secured it to the hat. Stick a nice long pheasant feather in there, found at a local craft store and -hat's done!

Unless you have red hair, you're going to need a long bright red wig, with bangs. Style your wig with two long pieces of hair on the right and left sides to frame the face in the front, and gather the remaining hair at the base of the head into a low braid. 'Wrangler' Artemis has blue eyes, and if you have blue eyes- lucky you! You don't have to purchase contacts! If you're like Doom or Gloom you have brown eyes and you may chose to purchase bright blue contacts to 'complete the look'.

Artemis wears a very long black scarf for her Wrangler skin. One yard of black textured-suede was purchased and cut and sewn into two long, narrow scarves. The next step was to connect the two scarves at the middle to make one epic, super scarf! --and don't forget to sew in the fringe at the bottom!

Next is her 'Bolero' or 'that little cape thing on her shoulder', whichever you prefer. It was constructed from one yard of chocolate brown synthetic suede cut in a triangle and roughly two yards of fringe were used to trim the bottom. The concho, or clasp, was made of Wonderflex heated and formed over carved 6 mil EVA foam, and then sealed and painted.

The vest that 'Wrangler' Artemis is wearing looks deceivingly simple, but don't be fooled! To offer the level of 'support' that is needed a few modifications are necessary. It took some trying and several alterations but I was able to use a little trick to achieve the correct look. A 'standard' suede vest was sewn closed in the front and a separating zipper was inserted at the back of the vest to allow it to go on snug and offer a secure fit. I like to think of it as an achievement in gravity-defying clothing engineering - Take THAT, character designers!

I have tried and failed at sewing gloves. I continue to attempt to master this impressive sewing

feat, but until then, I order my gloves from Amazon or Tractor Farm Supply. A pair of brown suede gloves were purchased from the latter for roughly fifteen dollars. If you can sew your own gloves then by all means, save the money and crank out a pair of brown suede gloves.

At first look it would seem that the reverse chaps would be a challenge, but after some paper patterning, I discovered they resemble four upside down "L"'s sewn together at the sides. Chocolate brown synthetic leather was used for the chaps and suede fringe was sewn into each of the sides of the chaps. To secure the chaps I again made a large buckle or concho out of carved 6mil EVA foam covered with Wonderflex, sealed then painted.

For her gun-belt and quiver I again visited several local stores. Two leather belts were purchased from a thrift store for five dollars. The prop pistol and holster came from a local party supply store, and a cardboard tube (for the quiver) was purchased from a packing store. The prop pistol and holster needed only to be attached to one of the leather belts - and voila! The cardboard tube was wrapped in suede which was secured with hot glue. Several dowels were 'dressed-up' with paint and feathers and inserted into a block of styrofoam resting on the inside of the quiver. A strip of leather glued to the quiver will act as a loop to attach it to the other belt.

The next part of her costume is a pair of jeans (which hopefully you have!) so you can give your wallet a break. 'Wrangler' Artemis is wearing black boots and depending on where you live you may already have a pair of those as well! If not Amazon or a local thrift store are great

places to look for an inexpensive pair. The local party supply store had a pair of plastic spurs for five dollars, which was cheaper than I could make them for, so I purchased a pair and 'freshened' them up with a custom paint job.

Now prepare yourself for the real fun - weapon crafting! 'Wrangler' Artemis has a unique bow that could not be purchased pre-made. A child's bow was purchased for ten dollars at a local toy store and modified with spray foam purchased from a home repair store. The basic shape was drawn on a large piece of cardboard, which was covered with spray foam and then the foam was carved to the correct bow shape. The bow was then covered with Worbla to reinforce it and hide the gaps in the spray foam. Don't forget to add the pull string -just don't make it a functioning bow, as real weapons are not allowed at cons, but you already knew that right? Finally seal the whole thing with your preferred method and add paint!

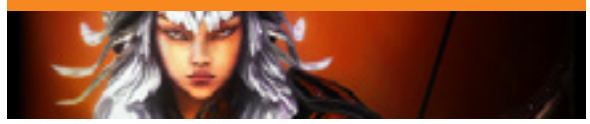
Now its time to suit up! Go on a test-run. Walk around your house or the neighborhood. Make any necessary adjustments for fit and ease of wear. Once the final details are all taken care of you can get out there and strike fear into the hearts of mortals!

'Wrangler' Artemis was planned and built starting at her head and ending with her feet, or footwear, rather. This particular cosplay was designed on a budget of $250 or less, so certain materials were substituted to account for that. The bow took two weeks from start to finish, and the clothing, wig, hat and boots were made and acquired within three weeks time.

Congratulations! You're done and ready to sport your 'Wrangler' Artemis Skin at your next con! Keep crafting your fandom, Doom and Gloom can't wait to see your creations!

By Keikei Flores & Shayna Connor

DID YOU KNOW?



Artemis' Convention 2012 skin is the rarest within the entire game and has a monetary value of around $200+

Heading to help a team fight no doubt.

WHO IS RAMA?

By *Lucas Fulton & Jorg van der Velden*

After his years spent in exile, the perfect exemplar of humankind enters the Battlefield of the Gods to bring virtue and compassion to the chaos of war. Wielding his iconic bow, Rama, the Seventh Avatar of Vishnu, makes the heavens quake and the oceans shiver before his might. He enters the fray as a hunter with incredible offensive power, calling upon his Astral Arrows to rain destruction on his enemies.

LORE

Rama is the Seventh Avatar of Vishnu, the All-Pervading Being, and the main character of the Ramayana, an epic poem that narrates his life story. In the Ramayana, he is shown to be Maryada Purushottama, which literally translates as "The Perfect Man". Rama's life is one of compassion to his friends and enemies, fidelity to his single wife, and extreme honesty in keeping his word - he is very much a paragon of virtue to emulate. When Rama waged war against the king Ravana, Rama beat him so soundly that Ravana was left completely bereft of his armor, clothes, and weapons. Rama offered him the chance to surrender peacefully and even congratulated him on his fighting skills, showing compassion to friend and foe alike.

His compassion is not to be confused with weakness, however. When the Lord of the Oceans, Samudra, refused his army passage, Rama nearly destroyed the oceans with Brahmastra, a weapon so powerful it could undo creation.

ABILITIES

Rama's passive is called 'Astral Quiver'. Every 15 seconds an 'Astral Arrow' is added to the quiver, with the recharge time being reduced by 2 seconds for every auto attack Rama hits. These arrows are consumed when his first ability, 'Astral Strike', is activated and are an integral part of his kit and damage potential.

His first ability, 'Astral Strike', is a basic attack steroid, enhancing Rama's basic attacks. It is a toggled ability, meaning that once

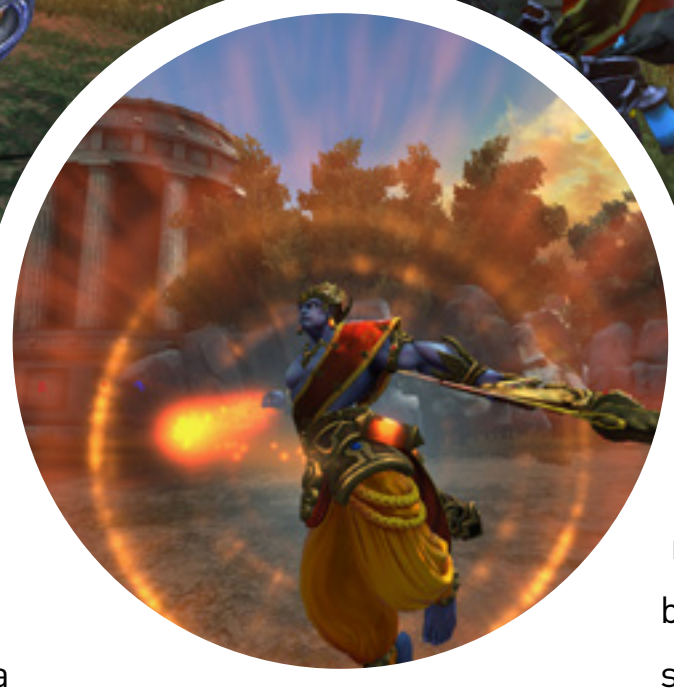
"HIS COMPASSION IS NOT TO BE CONFUSED WITH WEAKNESS"

activated the ability remains active until deactivated by the player or Rama runs out of 'Astral Arrows' in his quiver. The auto attacks are enhanced by 10/20/30/40/50 bonus damage and each enemy hit is slowed by 20/25/30/35/40% for 1 second when hit. The greatest benefit of activating 'Astral Strike' is that his attacks travel through all enemies in the attack's path and dealing full damage to all of them. This makes 'Astral Strike' Rama's main clearing skill, and an effective one at that. 'Astral Strike' has no mana cost, but each auto attack consumes an 'Astral Arrow' when this ability is active. Furthermore, 'Astral Strike' has no cooldown as it is a toggled ability.

'Pick Me Up' is Rama's second ability and it has a passive and active effect. The passive effect gives Rama's 'Astral Strike' attacks a 10/20/30/40/50% chance to drop an 'Astral Arrow Pickup', which immediately recharges an 'Astral Arrow' in his quiver when he picks it up. It is important to note though that this pickup only has a chance to proc (activate) once every attack, regardless of how many enemies are hit. Once proced, the passive has a 15/14/13/12/11 second cooldown before it can proc again. The active effect of 'Pick Me Up' is an attack speed steroid (buff), granting

Tactical rolls are not for show. Honest.

Artwork by Mrahart

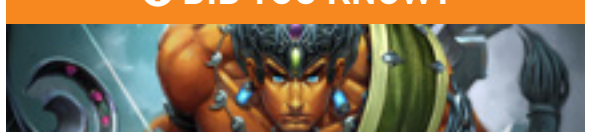


Rama a 30/35/40/45/50% attack speed increase for 5 seconds. Activating 'Pick Me Up' costs 80/85/90/95/100 mana and it has a 15/14/13/12/11 second cooldown.

The third ability in Rama's arsenal is 'Rolling Assault'. Upon activation, Rama rolls in the direction he is currently travelling, and not the direction he is facing. This means he can dash in each of the four cardinal and each of the four ordinal directions without needing to move the camera, granting him superior mobility on the battlefield while keeping his eye trained on the opponent. Additionally, Rama's next auto attack within 5 seconds receives 20/40/60/80/100 bonus damage and cripples the enemy for 1/125/1.5/1.75/2 seconds. Using 'Rolling Assault' costs 70/75/80/85/90 mana and it has a 12/11/10/9/8 second cooldown.

Rama's ultimate is 'Astral Barrage' and the only ability that does not enhance or influence his auto attacks in any way. When using this ultimate of abilities, Rama jumps into the air and can fire up to three powerful arrows at the ground, each arrow dealing more damage than the one before while the radius decreases significantly after each shot. The damage of the final shot is 250/350/450/550/650 + 80% of his physical power, with the first and second shot dealing a percentage of that amount (50% and 75% respectively). The radius of the first shot is as large as Isis' 'Circle of Protection', decreasing by roughly 33% with every subsequent shot. Activating 'Astral Barrage' costs 100/110/120/130/140 mana and it has a 90 second cooldown across all levels.

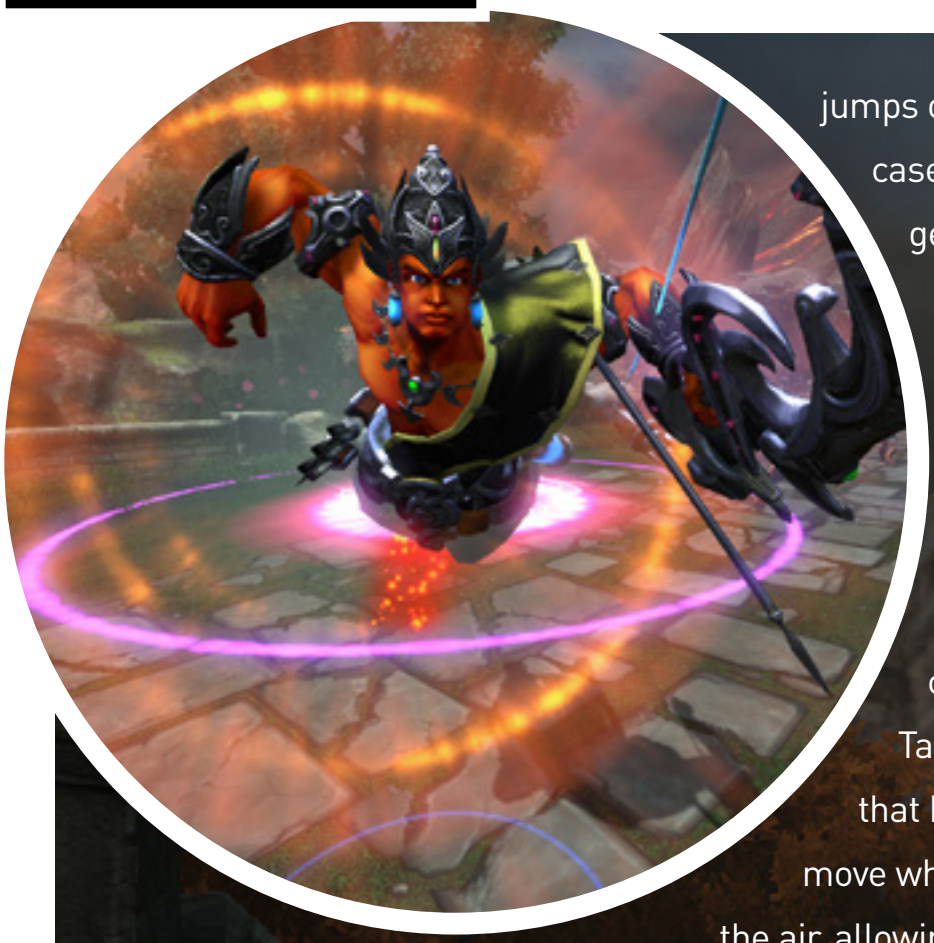
DID YOU KNOW?



Rama is currently the third most played god, bested only by Apollo and Serquet.

SYNERGIES

While Rama has some synergies between his skills, it is the skills' synergy with his auto attacks that



make him terrifying to fight. Every skill except his ultimate enhance his in-hand attacks in one way or another, making boxing (a one-on-one duel) a daunting prospect at the least. His kit almost seems designed for boxing other hunters and to give him an edge in those situations. 'Astral Strike' renders hiding behind minions, or even terrain, useless, as the arrows pass through those unimpeded. 'Pick Me Up' ensures he's attacking faster than his enemy and the drop chance helps him keep his quiver full. If and when the enemy decides to run, 'Rolling Assault' allows him to catch up and never let his attacks drop as he doesn't need to change his view. Crippling the enemy with an attack enhanced by 'Rolling Assault' makes hitting 'Astral Barrage' a lot easier, disabling any jumps or dashes. In the case the enemy does get out of range, 'Astral Barrage' can literally shoot across half the conquest map, allowing him to still clean up the kill. Take note though that Rama cannot move while he is in the air, allowing enemies to group under him and counter attack when he comes down.

However, Rama's damage potential all revolves around the player's ability to hit auto attacks. No matter how good you time your skill usage, how good you juke (dodge) the enemy, Rama contributes nearly nothing if you can't land those in-hand attacks. You also need to manage your 'Astral Arrows' from your passive carefully. They allow you to clear waves and hunt down enemies, but getting caught out with an empty quiver and a full minion wave means you will get out pushed by the opposition. Successfully managing his arrows gives him a decent to good clear, and the attack speed bonus from 'Pick Me Up' allows him to shred towers quickly.

Rama's overall solid skillset means he matches well with almost any type of support, especially those that have a stun or similar form of hard CC (crowd control ability that renders the enemy unable to act). The slow on 'Astral Strike' makes it easier to hit those hard CC abilities and the cripple from an attack enhanced by 'Rolling Assault' makes sure Rama's team can follow up before the enemy jumps away.

An especially good, and ironic, companion is Kumbhakarna. The various forms of CC that this pair posses allows them to set up very well for each other, and Kumbhakarna's 'Throw Back' frees Rama from saving his 'Astral Arrows' for minion clear and allowing him to use them more for harass.

ROLE

Rama's reliance on ranged auto attacks for sustained damage places him firmly in the duo lane

with a support. He can clear the wave pretty well with 'Astral Strike' once he's got a few levels under his belt and is mobile enough with to escape ganks. His boxing potential is also a key feature in his placement. He can go toe to toe with any hunter and have a reasonable chance to come out on top.

This focused design does limit his flexibility though. He lacks the sustain to be a reliable choice in the solo lane and his push is not quite strong enough to go into the middle lane. This does not mean it is impossible, only that it doesn't fit the meta of the game.

SOLID

Overall, Rama is a strong and solid pick. If the player can hit auto attacks (semi-) reliably there is very little the opponent can do to stop his damage output. Items like Aegis and Purification Beads are generally wasted as Rama only has soft CC (which are generally not considered worth to spend those on) and he has no abilities that come out in a single burst like Poseidon's 'Release the Kraken'.

I think Rama is a fairly balanced character and a good addition to the roster of hunters currently present in SMITE. His play style in general feels distinct enough for him to find a place to call his own in the game as a whole while at the same time remaining fun, viable and understandable to play.

By Lucas Fulton & Jorg van der Velden

COFFEE BREAK

Below, you can find this month's wordsearch which is themed around Assassins! If you manage to find a word that's not listed in there, drop us a tweet (@TheGameOnMag) and you might get a mention in this issue!

Last issue, the word "Sauna" stood out quite clearly! What will you find this time?

K	T	H	N	A	N	E	K	A	T	B	O	S	R	I
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B	S	R	H	S	E	A	U	I	H	T	K	S	N	R

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SMITE: COLD TURKEY

Created by:
Kyle "Potluk" LaForest

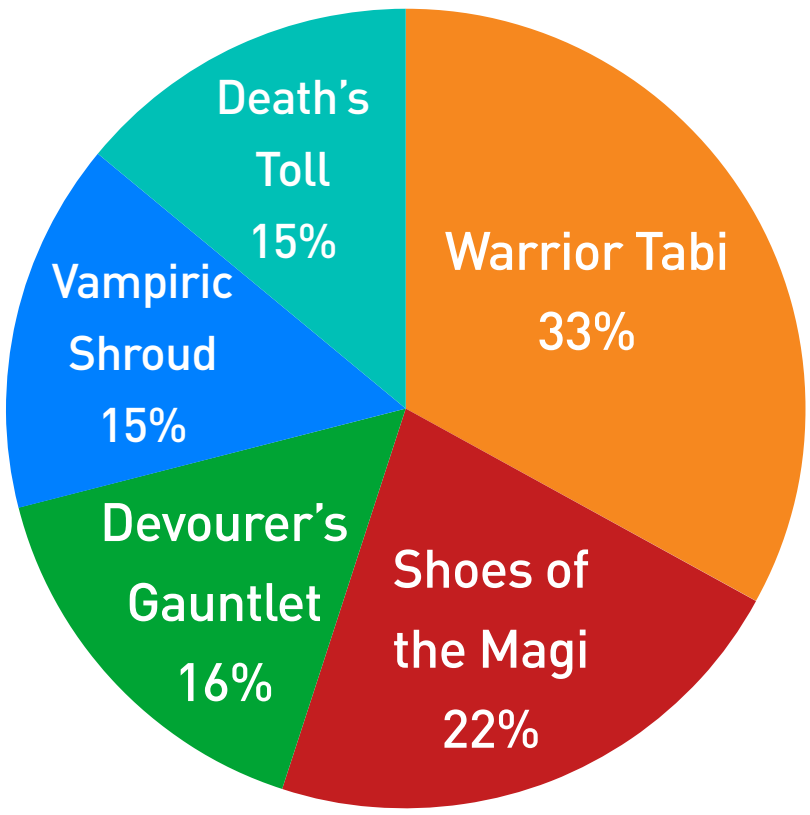
THE URGE WAS RISING, BOTH OF THEIR STOMACHS CHURNED. BACCHUS BROKE OUT IN A COLD SWEAT. A LOUD, CAVERNOUS GROAN ECHOED OUT FROM SOMEWHERE DEEP WITHIN BAKASURA. IT HAD BEEN ALMOST A MINUTE SINCE THE LAST MATCH ENDED. BACCHUS FELT HIS SANDPAPER TONGUE BRUSH AGAINST THE ROOF OF HIS MOUTH. JUST. ONE. SIP. MEANWHILE, BAKASURA CONTEMPLATED THE NUTRITIONAL MERIT OF HIS OWN ARM. BOTH LOOKED OVER TO THE RIGHT WHERE PLAYER 5'S NAMEPLATE STILL, IN DEFIANCE OF ALL REASON, STOOD SLIGHTLY EXTENDED OUT. MUCH LIKE THE ONE "SPECIAL" SALMON WHO SWIMS DOWNSTREAM PLAYER 5 REFUSED TO FOLLOW THE LEAD OF EVERYONE ELSE AND MAKE A CHOICE. INSTEAD HE WAITED FOR THE SECONDS TO TICK DOWN AND FORCE IT FROM HIM. FINALLY, FUELED ONLY BY THE RAGE OF THEIR NEWLY FOUND SOBRIETY THEY BOTH MOUTHED THREE WORDS

"LOCK IN JACKASS"

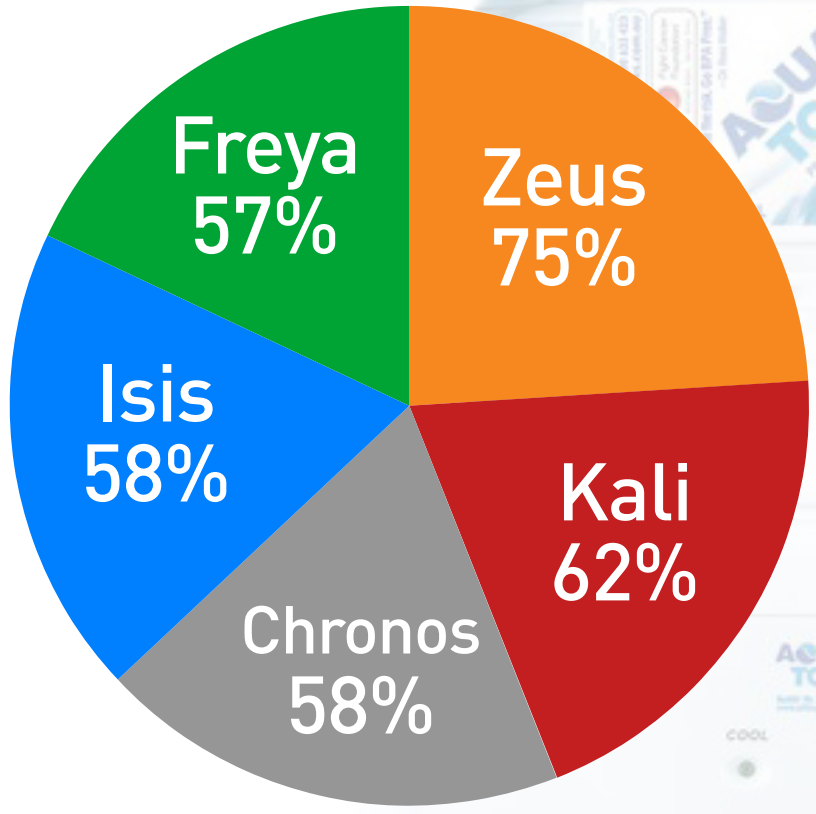
SMITE STATS

We decided this month that we won't send out a poll but instead, take information straight from the API!

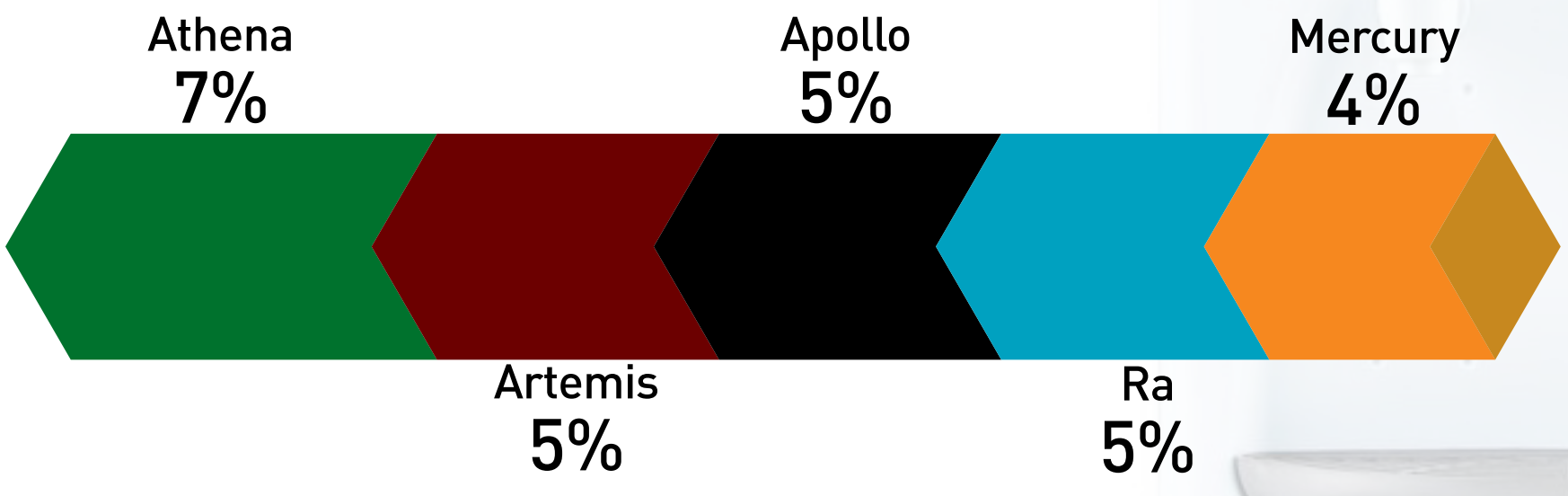
POPULAR ITEMS



HIGHEST WINS RATES



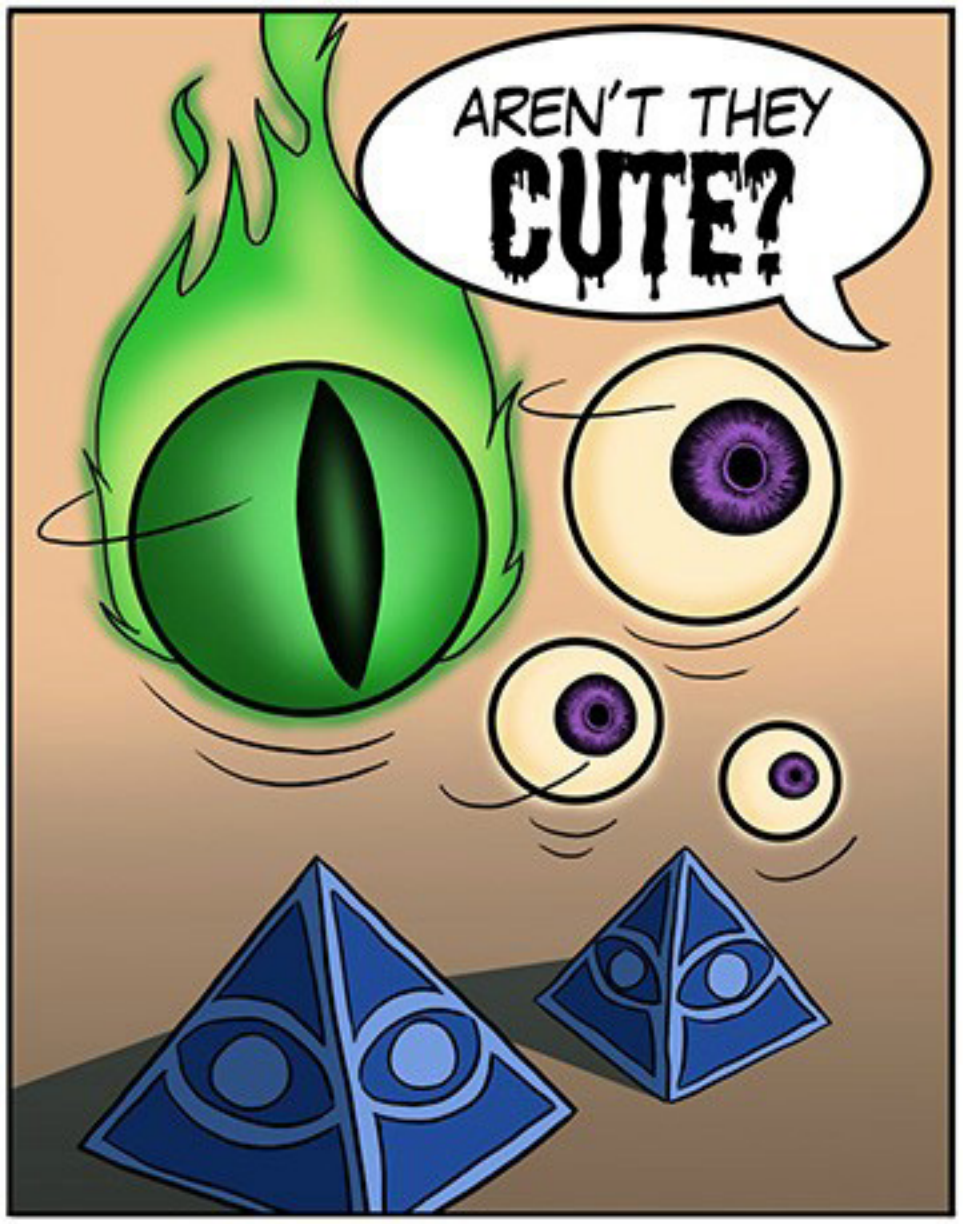
POPULAR GODS (RANKED)



SMITE

#4: IN THE EYE OF THE BEHOLDER

BY MIKE "KATAR" TR



CAPTION COMPETITION

LAST ISSUE'S WINNERS

1ST PLACE - PLUTFRO

2ND PLACE - VIKINGD

3RD PLACE - BLENDERZ

The winners will have the gems added to their SMITE account and the skin code e-mailed to them.

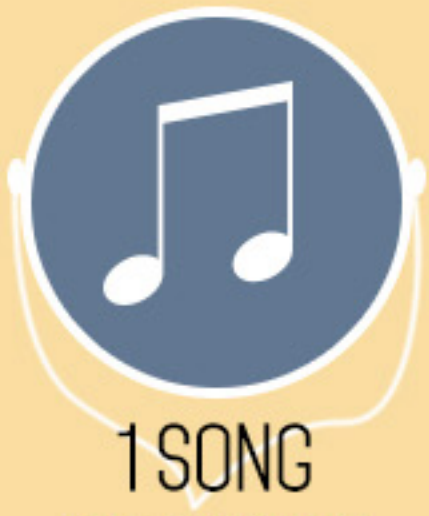
7 THINGS YOU CAN BUY FOR $1

10 BOWLS
OF NOODLES

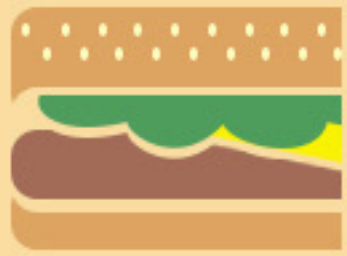
1 DISPOSABLE
RAZOR

1.25 CANS
OF COKE

1/8TH OF
A PIZZA



1 SONG
ON ITUNES



9/10TH OF
A CHEESEBURGER

OR

CONTRIBUTE IT TO
THE RUNNING COSTS
OF THE SMITE
COMMUNITY MAGAZINE!

Newest God Release:
Serqet - Goddess of Venom
See You Next Issue!